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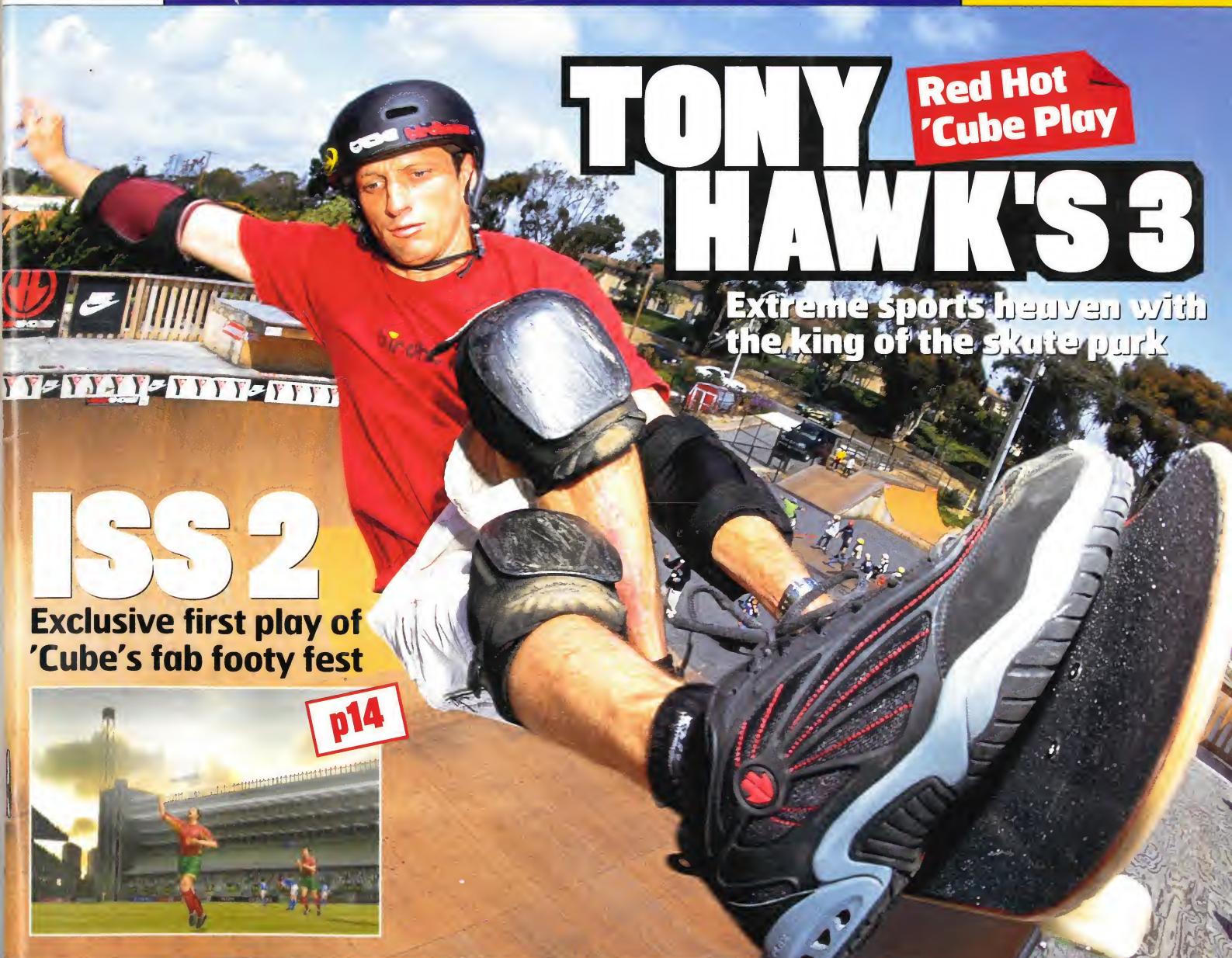
Nintendo®

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GAMING 24:7™

✓ News and previews ✓ First for GameCube and GBA news
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£2.99 APRIL ISSUE 115



ISS2

Exclusive first play of
'Cube's fab footy fest



p14

FIFA WORLD CUP
New pics
and info



p88

DIE HARD
First ever
'Cube shots



p84



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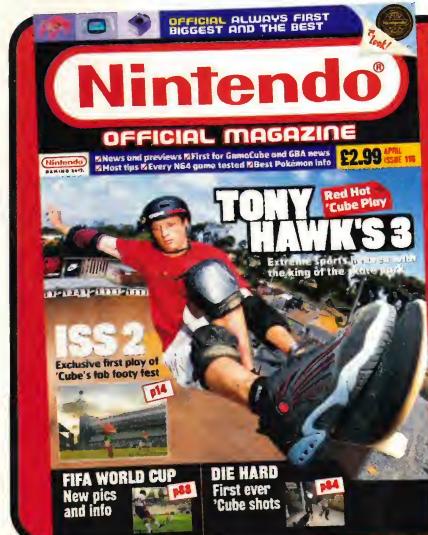


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Quick flick! ➤ Turn the page to see all the great stuff that's in the mag!

Nintendo®

OFFICIAL MAGAZINE

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We show you...

- Hidden characters
- 500,000 point tricks
- Secret levels

First GameCube play of the lord of the 'board's forthcoming masterpiece, showing you the most outrageous tricks, bodacious levels and juicy secrets.

- First ever GameCube playtest
- All you need to know



ISS 2

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We're the first Nintendo mag in the UK to go hands on with GameCube's first ISS game, and we think you'll like what you see...



GAME NEWS

- New games
- First and best

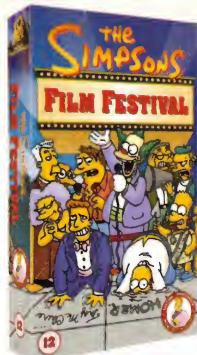
2002 FIFA World Cup, Battle Houshin, Bloody Roar Extreme, Burnout, Donald Duck Quack Attack, Driven, Lord of the Rings Part One, NBA Courtside 2002, Star Wars Episode II Attack of the Clones, Top Gun Combat Zones, Turok Evolution, Vexx, Wizards, Die Hard Next Generation ▼

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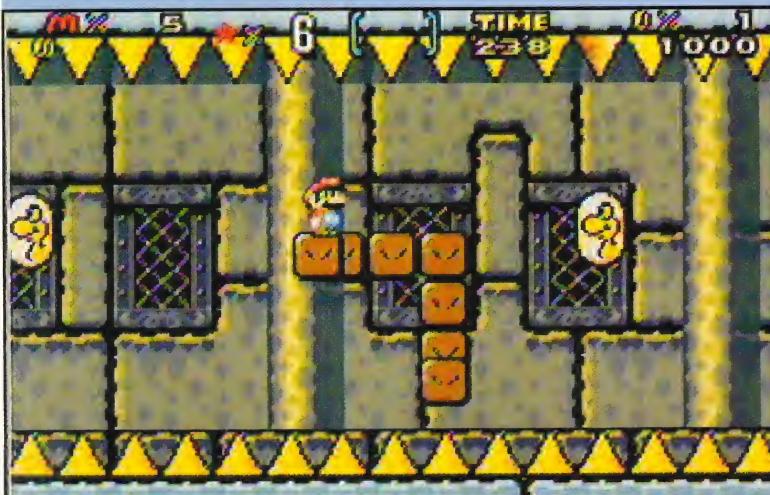


REVIEWS

Every new game out this month

Super Mario Advance 2 p22 ▼

Nintendo bring one of the best Super Mario adventures to Game Boy Advance.



Broken Sword Shadow of the Templars page 28

An epic adventure in absolutely every respect.

Tony Hawk's Pro Skater 3 Page 32

The chairman of the 'board returns looking even better than before!

Sonic Advance page 34

Sega's superstar makes a big impression on the portable powerhouse.

Plus! 20 more GBA and GB Color reviews

Including Tekken Advance, Rogue Spear, Dark Arena and Rayman 2 Forever. Turn to p37 for the review overload.



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BLAG FEST

The only place to snag free stuff!
This month we've got...

- LEGO® Bionicle GBA games
- Jackie Chan action figures
- Simpsons videos
- Spy cameras and goggles

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GAME GUIDES

Play to win every time!

Super Mario Advance ▼

The entire game busted open in our special collectors' edition mini mag.



Official Tips page 64

Top tips for Wario Land 4, Monsters, Inc., Dark Arena and much more!

Your Tips page 68

Share your words of gaming wisdom and win a Gamester prize bundle.

Your Scores page 70

We're getting ready for GameCube.

WWF HEROES

Billy Kidman is the WWF superstar featured this month. Turn to page 98 for all you need to know about this ace brawler.





Big Game ✓Take to the streets ✓New levels ✓Hardcore action

Tony Hawk's Pro Skater 3

Tony's back again in the third installment of this classic skating series. Find out why the Hawkster's GameCube debut has all the moves to make you go 'ooooh'...

Game Info

By: Activision

Type: Skateboarding sim

Release: 3 May





Skate or die

Tony Hawk's games are brilliant. They all have cool graphics, great soundtracks and ace playability, making them some of the best selling games ever.

So imagine our delight when we discovered that Tony Hawk is coming to GameCube in a big way, particularly after the limited availability of his Nintendo 64 game.

We've played Tony Hawk's 3 to death to show you what you can expect when the game hits the shelves on 3 May.

So if you can't wait for another classic installment of ultra hot skate action, then grab your knee pads, strap on your helmet and read on. You won't be disappointed.



▲ Calling all skate fans out there! It's time to get excited again because the king of the 900 is here to steal your time.



▲ You'd better make sure that you get as much practice in as possible because you'll need it if you're going to do well.



Let's go

There's an amazing intro movie to get you in the mood for skating.

As this is the 'Cube' version the movie is longer than FMV clips you may have seen before, showing you a whole host of crazy moves and tricks.

As you progress through the game you'll also unlock more of these secret videos which, instead of simply showing a few tricks, take an in depth look at the skaters themselves and what motivates them.



▲ The intro movie gives you an idea of what to expect in Tony Hawk's Pro Skater 3.



▲ You can be as insane as you like and only risk a blistered thumb in this game.

Strong squad

There's a huge and varied selection of skilled skaters on offer and each one has his or her own set of stats and special tricks.

As with previous games in the Tony Hawk's Pro Skater series, each of the 'boarders' is better in a certain environments. Some of the skaters prefer the vert ramps, for example, while others are happier on the streets.

You'll have to work hard to improve your skater. Stat points are littered around the levels and you'll need to be good to collect them all.

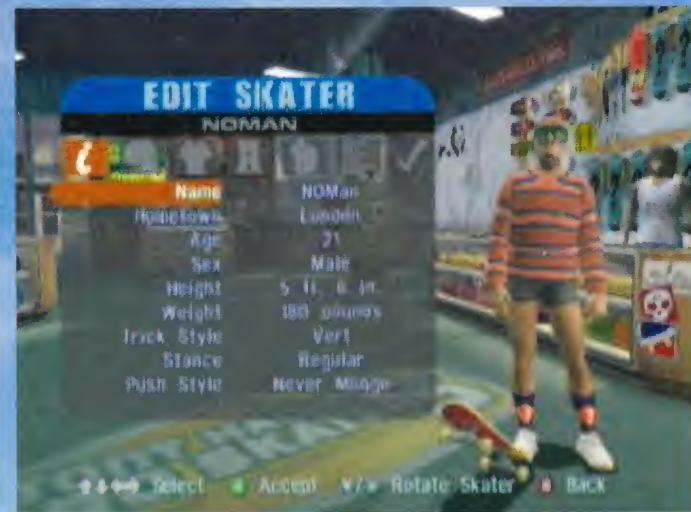
If you don't like any of the ready made skaters then there's always the option to create your own, choosing from hundreds of different styles.



▲ The usual array of skaters is available for you to choose from including, of course, the man himself, Tony Hawk.



▲ A skater like Geoff Rowley is more suited to the street arenas, but increasing his stats will make him a good all rounder.



▲ If you really don't like any of the skaters on offer then just create one of your own. If you want to finish the game completely then you'll probably need to do this.

Get out there

Once you've decided on a skater it's time to choose how you want to play the game. There are four main options in single player.



Career

This is where you win the medals, unlock the levels and get the secrets. Players have to complete a number of set goals before they can progress to the next stage. There are also three competition stages.



Single Session

If you want to practice a level in Career mode conditions, then this is for you. The timer is set to two minutes, so if you can't get there in Single Session you don't have a chance in Career mode.



Free Skate

A practice session where you have unlimited time to look for cool grinds and gaps. Your score is reset each time you complete a trick so you can check out how much a single combo would get you in a real competition.



Tutorial

A good place to start to get a hang of the basics. Even if you've been playing Tony Hawk's games for years there's always something new to learn and memorise for when you're out there on the courses.

Like previous games in the Tony Hawk's Pro Skater series, there are enough options to keep you in 'boarding heaven' for some time to come.



Level best

A skateboarding game is only as good as the levels it offers and there are some real belters in Tony Hawk's Pro Skater 3.

From street to vert it's all here, and there are loads of gaps and rails to hunt down and trick off. You could be playing this game for a very long time.

Each of the levels looks and feels completely different so you won't get bored quickly with the various environments on offer.

Below we give you a quick peek at the stages in Tony Hawk's Pro Skater 3 to give you a better idea of what you're letting yourself in for.



Foundry

The Foundry level is an excellent place to start your fearsome 'boarding adventures. This stage features loads of ramps and a huge number of rails to grind along. But don't fall into the pit of molten metal!



Canada

The wintry stage set in Canada features loads of snow and two enormous bowls to test your silky skills. There's also a wooded area that hides loads of little secrets, and it'll take you quite a few runs to find all the hidden stuff.



Rio

The first competition level in Tony Hawk's Pro Skater 3 is set in Rio. If you've got ace grinding skills you should get a maximum score with relative ease in this stage as there are loads of rails to trick off.



Suburbia

The Suburbia level is the next stop on your skateboarding tour of the world, but it's quite a tough stage to score big on. There are loads of cool little quirks and a wicked haunted house. Look out for the scary Thin Man!



Airport

This is one of our favourite levels in the whole game. It's staged in a busy airport which is filled with tourists, pickpockets and security guards. Keep your eyes peeled for hazards or you could be a goner.



Skater's Island

The second competition in Tony Hawk's Pro Skater 3 is set on the elusive Skater's Island, and it's where things start to get a little tougher. Try to look for good grind routes to rack up those essential points.



Los Angeles

Los Angeles is without a doubt the craziest level in the entire game as you have to use all your 'boarding skills to cause a massive earthquake, smash up a parked car and stop a bank robbery. All in a day's work for our Tony.

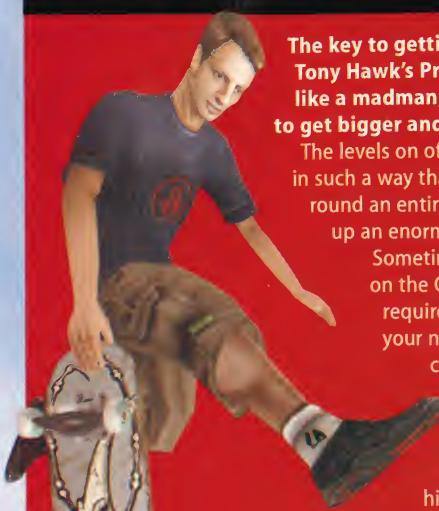


Tokyo

The third and final competition stage in Tony Hawk's Pro Skater 3 is a real toughie as the Japanese judges in the Tokyo level are incredibly harsh. Get a gold medal to unlock the awesome Cruise Ship stage.



A life of Grind



The key to getting a world class score in Tony Hawk's Pro Skater 3 is to grind like a madman, linking tricks together to get bigger and better bonuses.

The levels on offer in the game are set up in such a way that it's possible to grind round an entire arena in one go, racking up an enormous score.

Sometimes a quick up/down tap on the GameCube controller is required to manual your way to your next destination but, if you can pull it all off, you'll be the talk of the tournament.

We took one skater, Darth Maul, and placed him in the Tokyo Mega Mecha Mayhem competition. Listen up for our report...

1



Getting started

An eerie silence drops over the arena as Darth Maul steps up to take his first run. What can we expect from the dark Sith Lord?



Stay on target

There's a long grind coming up here. Darth Maul will have to keep a close eye on his balance meter if he wants to stay upright, though.

4



Heaven is a half pipe

Down the rail then into a manual to get across to the half pipes, then a grind into the ramps. It would be easier if he put that Light Sabre down.



Steady, now

Another flip and he's above the glass map with a stable Back Side 50-50. Keep watching that balance meter, Darth.

9



Nearly there

One more jump and he's back to the start. If he lands this trick he could go down in history as one of the world's best skaters.



Darth's first grind

Darth Maul drops from the start and immediately heads into a grind on the first ramp. This is a very good start for the agent of darkness.



Filling the Special meter

A quick jump and a grind along a rail, another jump and Darth Maul is grinding along some neon sign. His Special meter is now full.



Top side grind

Darth Maul's grinding around the top of the ramp now, looking like he could be on for a good score. Not far to go now.



Jumping and grinding

Here's the hard part, a series of jumps and grinds. Darth Maul flips up to the first section and performs a simple Front Side 50-50.



Most impressive

A perfect run from Darth Maul. That's a gold medal winning performance if ever there was one. Do not underestimate the power of the Dark Side.



To the victor...

After his success in the competition, Darth opens a secret level. But knowing this Dark Sider he'll just want to raze it to the ground.



Do it yourself

The eight courses are great fun and you'll be playing them for ages, but there's a chance that you'll eventually get bored.

So how about creating some courses of your own with the excellent course editor in Tony Hawk's Pro Skater 3? Everything you need is included in this option to make a skate park to die for.

You can choose from most of the features in the game and position them wherever and however you want to. You can even set the gaps.

When you're done save it to a memory card and away you go. You can practice at any time during construction to see if you're getting it right.



1 ▲ Creating your own skate park is easy and fun. If you want to make it great you'll need to spend a lot of time here.



2 ▲ Choose a ramp from the ones on offer, rotate it to your desired angle and plonk it where you want it to be.



3 ▲ A lot of the features found in the main game are available for you to use and you can even name the gaps you've created.

More players, more fun

If you think you're the best skater in the business then the only real way to prove it is to challenge your mates to a two player game.

There are six different two player modes to choose from in Tony Hawk's Pro Skater 3, including Horse, Trick Attack and Graffiti.

In Horse you take it in turns to pull off a trick and whoever gets the lowest score for that trick gets a letter. First to spell H-O-R-S-E is the loser.

The two player options add a completely new dimension to the game, making it an incredibly long lasting and challenging title.



▲ If you ever get bored of the one player mode in Tony Hawk's Pro Skater 3 then grab a mate and get going with a two player game of Horse.



◀ The two player Graffiti game is for the real hardcore. Skate around and tag ramps by doing tricks. Your foe must beat the score to change the colour of the graffiti.

Keep it a secret

There are oodles of awesome secrets to unlock in Tony Hawk's Pro Skater 3, and the way to do this is to complete all the goals and win every single gold medal.

The first secret to become unlocked is the Dark Side skater Darth Maul and there are a number of other cool characters to find in the game such as Wolverine and Officer Dick.

There are also some neat courses to find such as the Warehouse level from the original Tony Hawk's game, as well as other fun extras such as perfect balance, zero gravity and a first person view.

► Darth Maul is the first secret character to unlock. He comes complete with a double ended Light Sabre and hoverboard.



▲ Wolverine comes next. He looks really cool, just like in the comic books, and he's got some top special moves.



▲ You'll also find some levels from the first two Tony Hawk's Pro Skater games hidden in here.



We think...

Tony Hawk's Pro Skater 3 is as close to gaming perfection as you'll get. There's so much to see and do that you could be playing this game until you're old and grey, and the number of secrets is mind boggling. Stick this at the top of your wish list right now.

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Big Game ✓Gameplay tested ✓Moves tried ✓Goals scored

Game Info

By: Konami
Type: Sports sim
Release: May 2002



ISS2

A large, stylized black text "ISS2" is centered on a white soccer ball. Two black silhouettes of soccer players are positioned on the ball: one player is in the foreground, leaning forward with a ball at their feet, while another player is partially visible behind them.

GameCube's launch is just around the corner. And if you're a footy fan looking for a reason to buy Nintendo's new console, ISS2 may be just the excuse you need. Read on for our first impressions...



Who's the daddy?

Two issues ago, we brought you the first shots of ISS2 on GameCube and because we like footy games as much as you do we've pulled a few strings to bag the first UK play test. The good news is that the daddy of all football sims is back to rock GameCube, with all the ramped up playability of previous ISS games coated in next gen graphical goodness.



▲ The graphics are great. This really is the beautiful game.



▲ The players are incredibly detailed in Konami's ISS2.



▲ Like previous ISS games, this sequel will feature intuitive controls, realistic action and incredible multiplayer battles.



▲ When playing it's hard not to believe that you're watching an episode of The Premiership on your television.



▲ The camera gets you right into the thick of the action.

Brand new

The first thing that grabs you as ISS2 loads is the improvement in the graphics.

The game looks great, with much improved detail for both the stadiums and the players.

Before a game kicks off you're treated to a cut scene introducing the stadium, packed to the rafters with fans screaming the place down.

This is nothing compared to the entrance of the players, who are greeted by a flurry of confetti.

Straight away you know that you're in the incredible world of GameCube ultra reality, where awesome detail is everywhere you look.



▲ The level of realism is second to none. ISS2 is the most realistic looking soccer sim we've ever seen.



▲ The players move just like real people and they even have convincing facial expressions to relay emotion.



▲ Football players, eh...? They get paid a squillion pounds a day and they still blub like big babies.

Famous faces

One benefit of the GameCube's power is the level of detail on the individual players.

Players look like their real life counterparts and Beckham even wears his trademark silver boots. As well as looking realistic, the players move in a much more authentic way with a greater variety of moves.



▲ Even the strips look as if they're made from real fabric.



▲ The players are so real you'll recognise each one.



▲ Even the players' facial expressions are detailed, adding extra emotion and realism to the proceedings.

Cut scene ahoy!

The visuals on display while you're playing ISS2 on the GameCube are extremely crisp and detailed. But if you commit a foul, score a goal or win a free kick you're treated to an awesome cut scene which again adds to the realism and makes the experience more like watching a real game of football, rather than playing a video game.

Whether it be a player loudly protesting his innocence to the referee or a group of overjoyed team mates celebrating a winning goal the graphics are breathtaking.

These cut scenes really help make the players seem like real people, rather than emotionless, computer controlled clones. Feast your eyes on these shots...



▲ When players feel that the referee has made the wrong decision, they're quick to voice their concerns.



▲ Players will shout at fellow team mates on the pitch, adding more realism and authenticity to the package.



Team sheet

There are 64 international teams in ISS2 and, because the game has the backing of FIFA, many of the players featured now have their correct names.

So you can say goodbye to Shoarrer and Seringham, and the few players who don't have their names spelt correctly can easily be changed in the Player Edit menu.



▲ You'll recognise most of the real player names as you cast your eyes over the pre match stats.



▲ If a player doesn't have their correct name, don't worry. You can change it easily in the Player Edit menu.

Stadium of delight

None of the stadiums featured in ISS2 on the GameCube are modelled on real locations.

This may disappoint some hardened footy fans but, because none of the stadiums had to look a certain way, the game designers had a free reign to create some awesome grounds. These stadiums may be imaginary but they're the sorts of places that most players would give their right arm to play in.



▲ It may not be a real world stadium, but this location is perfect for some sizzling soccer antics in ISS2.



▲ The detail in the stadiums is excellent, right down to the ominous dark clouds floating in the sky.



▲ There are dozens of goal celebrations included in ISS2, and you'll recognise many from the real world of football.

Five ways

ISS2 boasts five different gameplay modes for footy fans to tackle.

The options are Friendly, which allows you to play any team found in the game, International Cup, which is ISS2's version of a World Cup, Custom League, the place to create your fantasy league, World League, which pits you against the best teams in any of the five areas featured in the game and Training, the place to perfect your technique.



▲ Use the Training mode to perfect your footy skills and make sure you never miss a free kick.



▲ The International Cup is essentially the World Cup, with all the intense excitement that brings.



▲ ISS2 is packed with options and you'll be playing this awesome footy sim for years to come.



▲ When you pause the action in the Replay option you can appreciate just how detailed the graphics are.



Control is everything

After pouring over our GameCube previews in previous issues of NOM, you're probably familiar with the brilliant controller.

As well as fitting into your hands as comfortably as a knife and fork, the GameCube controller offers superb control, even in ISS2 which is still early in development. Check out the silky skills on offer...



L
Unlike Teddy Sheringham, ISS2 has a nice change of pace which you can unleash by holding down the **L** button. Bear in mind that players can't sprint for an entire match, so don't keep the button pressed continuously or they'll tire.



B
This is the button to get the ball in the back of the net. As you press it a power gauge appears, allowing you to put on the right amount of welly. This button also performs a sliding tackle.

**Y**

If you want to unlock a tight defence then this is the place to point your finger. The **Y** button is your key to through balls but, as in previous ISS games, it won't work every single time.

**C-Stick**

Although the actual button configuration is still being tweaked, our friends at Konami think that this stick will deal with tactical changes, such as team formation and whether you go all out in attack or put people behind the ball.

After touch

Scoring from free kicks has always been hard in ISS games, and we've lost count of the number of balls that ended up in row Z.

Things are looking up for ISS2 because the after touch option on free kicks has been overhauled to make scoring that little bit easier.

By moving the 3D Stick just after shooting, it's possible to bend the ball around the defensive wall without sending it high into orbit.

► Scoring from free kicks is much easier in Konami's ISS2.



**R**

ISS2 has an automatic player change option, but sometimes play can zip along so fast that the computer gets left behind. Use this button to instantly swap between players on the field.

**A**

Pressing this button during play will pass the ball to your nearest player, so make sure that they'll be able to receive it and that opposition players aren't waiting to pounce. This button also acts as your soft tackle.

**X**

If you want to play a lobbed ball then this is the best button to press. It can also be used to play a chipped pass, although it isn't as accurate as a move made using the **A** button.

Special moves

Beating the best teams in ISS2 involves more than passing and shooting. You'll need to break out some nifty footwork and learn how to deliver the perfect through ball.

The special moves have been improved for ISS2, with shimmies, step overs, feigns and spins on hand to get you past the defenders.

The **Z** button is used alongside the 3D Stick to perform tricks. Bicycle kicks and diving headers are pulled off by varying when you press the shoot button and where your player is in relation to the ball.



▲ The special moves have always been good in ISS, but now they're easier to perform.



▲ The special moves make it easier to break past the opposition's defence.

Replay action

ISS2 on the Nintendo GameCube is all about scoring peachy goals, the sort you can boast to your friends about.

To really milk your audacious chip or sweetly struck half volley you need a top notch replay mode, and ISS2 has just the thing.



▲ The replay mode is a good opportunity to brag about an amazing goal you scored during a heated ISS2 match.



▲ You can move the camera around the pitch to almost anywhere you like, to get the best view of the action.



▲ Slowing the replay down to a snail's pace is a great way to rub your mate's nose in it.

Using this option you can move the camera, zoom in and out, slow it down, speed it up and pause the action at the precise moment you want.

There may also be the option to save your favourite matches to a memory card and relive your moments of glory over and over again.



▲ We think ISS2 is the best looking football simulation ever released. Do you agree? Write to Club Mario and let us know.

Psst! Wanna know a secret?

After hours of agonising Chinese water torture and much pulling of teeth, we've finally managed to get our good friends at Konami to spill the beans and blab about some of the awesome hidden secrets in this latest ISS installment.

Hidden throughout the entire game are special teams, including the Brazilian Legends squad which is made up of their very best players.

The special teams hidden in ISS2 are all unlocked by winning tournaments and cups. Wouldn't it be fantastic if they included an English Legends team with the best Three Lions players...?

► Diego Maradona is likely to be one of the classic players available if you unlock the game's many secrets. To get these teams you'll need to play a mean game of football.

▼ Pelé is another soccer superstar who's hidden somewhere in ISS2, so it's worth the effort to win all the tournaments.



Rocking the mic

It doesn't matter if you love them or hate them, TV football just wouldn't be the same without commentators.

Konami has really gone to town and hired two of the biggest names in commentary for ISS2 on the GameCube.

The commentators in the game are none other than Mark Lawrenson and Jon Champion, while the stadium announcer is Chelsea's Carl Chapman.

And because a GameCube disc can hold massive amounts of sound and music data, there's ample room to fit the commentator's words of wisdom. With so much storage space it's unlikely that you'll hear the same phrases repeated over and over again.



▲ With real football commentators such as Jon Champion, ISS2 is an authentic footy experience for true fans.

◀ Mark Lawrenson is one of the professional commentators who has been used in ISS2 on the GameCube.



▲ Even the lighting effects are dazzling, creating a realistic environment for the tense matches.

We think...

The version we played may have been early, but this certainly didn't stop us liking what we saw. Visually this game may not be as intensely detailed as FIFA World Cup but, in terms of gameplay, ISS2 is looking like a safe bet for the world champion.

Ringtones

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Chart Hits

Say My Name - Destinys Child	111113	19-2000 - Gorillaz
Angel - Shaggy	111114	Show Me the Way - Hearsay
Its Raining Men - Geri	111117	Survivor - Destinys Child
It Wasn't Me - Shaggy	111118	Eternal Flame - Atomic Kitten
Play - J-LO	111122	No Matter What - Boyzone
Lady Marmalade - Christina Aguilera	111123	If You Had My Love - J-Lo
Bills Bills Bills - Destiny's Child	111135	Eternity - Robbie Williams
Jumpin - Destinys Child	111136	Perfect Gentleman - Wyclef Jean
Pure Shores - All Saints	111156	Heaven Is A Halfpipe - OPM
Rock DJ - Robbie Williams	111160	Pop - Nsync
American Pie - Madonna	111163	Lets Get Loud - J-LO
Don't Let Me Be - Britney Spears	111175	
Under The Bridge - All Saints	111183	
When You Say Nothing - Ronan	111184	
Whole Again - Atomic Kitten	111185	
Celt Eastwood - Gorillaz	111186	
Pure and Simple - Hearsay	111282	
Teenage Dirtbag - Wheatus	111283	
Ain't It Funny - J-LO	111284	
All Rise - Blue	111294	
Don't Stop Moving - S Club 7	111306	
Dancing In the Moonlight - Toploader	111308	
Someone To Call Me - Janet Jackson	111308	
Breakless - The Corrs	111318	
Runaway The Corrs	111319	
Beautiful Day - U2	111320	
Stuck In A Moment - U2	111321	
Babylon - David Gray	111324	
Flying Without Wings - Westlife	111325	
If I Let You Go - Westlife	111326	
Always Come Back - Sam Mumba	111328	
Gotta Tell You - Samantha Mumba	111329	
Fill Me In - Craig David	111332	
Seven Days - Craig David	111333	
Walking Away - Craig David	111334	
Scream If You Wanna - Geri Halliwell	111338	
All Or Nothing - O Town	111339	
Who Let The Dogs Out - Baha Men	111347	
Flying Without Wings - Westlife	111325	
If I Let You Go - Westlife	111326	

Hottest Tones

Evergreen - Will Young	111659
It's In Your Eyes - Kylie Minogue	111639
A World Of Our Own - Westlife	111654
Whenever Whenever - Shakira	111661
Different Point Of View - DB Boulevard	111662
True Love Never Dies - Flippin' Fill	111655
Addicted To Bass - Puretone	111636
Always On Time - Ja Rule	111644
What About Us? - Brandy	111656
Ever So Lonely - Jakarta	111657
To Get Down - Timo Maas	111658
Moi, Lolita - Alizee	111660
A Mind Of Its Own - Victoria Beckham	111663
Crazy Rap - Afroman	111631
Blow Your Whistle - DJ Alligator	111567
Country Road - Hermes House Band	111571
Can't Get You Out Of My Head - Kylie	111388
More Than A Woman - Aaliyah	111626
Hero - Enrique Iglesias	111642
Caught In The Middle - A1	111643
Get The Party Started - Pink	111640
Bad Intentions - Dr Dre	111620
At The Movies - Allen Ant Farm	111646
Murder On The - Sophie Ellis Bextor	111594
Lovely - Bubba Sparxx	111647
Caramel - City High feat Eve	111648
B With Me - Missteq	111649
Hey Baby - No Doubt	111650
Do Wah Diddy - DJ Otzi	111564
Bad Babysitter - Princess Superstar	111651
I Think I Love You - Kaci	111653
Am To Pm - Christina Milian	111635
Somethin Stupid - Robbie Williams	111556
Gotta Get Through - Daniel Bedingfield	111545
Because I Got - High Afroman	111454
Hey Baby (Uhh, Ahh) - DJ Otzi	111446
Haterz - So Solid Crew	111574
You - S Club 7	111652
Its Love - GoldTrix	111637
Girls Girls Girls - Jay Z	111634
On The Radio - Nelly Furtado	111627
My Sweet Lord - George Harrison	111628
Drifting Away - Lange	111638
Diddy - P Diddy	111629
Overprotected - Britney Spears	111630
Points Of Authority - Linkin Park	111621
Will I - Ian Dahl	111547
You Can't Change Me - Roger Sanchez	111573
Catch - Kosheen	111598
Handbags & Gladags - Stereophonics	111599
Lately - Samantha Mumba	111619
Words Are Not Enough - Steps	111600
They Don't Know - So Solid Crew	111519
Crying At The Disco... - Alcatraz	111586
Got You - Pharaoh Monche	111687
Smooth Criminal - Alien Ant Farm	111377
Who Do U Love - Riva/Danni Minogue	111554
Have You Ever - S Club 7	111543
You Are - Atomic Kitten	111542
Resurrection - PPK	111550
Rapture - ilo	111491
Fight Music - D12	111504
Your Head At? - Basement Jaxx	111503
One Night Stand - Missteq	111498
Calling - Geri Halliwell	111568
Everybody - Hearsay	111566
What If - Kate Winslet	111565
Bad Boy 4 Life - P Diddy	111394
Walk On - U2	111563
Party Hard - Andrew WK	111561
Hi Em Up - Blu Cantrell	111560
In Too Deep - Sum 41	111559
Paid My Dues - Anastacia	111555
Outside - Staind	111551
One Night Stand - Missteq	111498
Free - Lighthouse Family	111546
Dance And Shout - Shaggy	111544
Emotion - Destiny's Child	111541
If You Come Back - Blue	111539
Queen Of My Heart - Westlife	111518
The Music's No Good Without U - Cher	111517
I'm Real - J-LO	111514
Bohemian Like You - Dandy Warhols	111513
Fallin - Alicia Keys	111511
Don't Need The Sun To - Gabrielle	111506
Closer To Me - Five	111505
In A Slave 4 U - Britney Spears	111497
You Got It Bad - Usher	111490
In The End - Linkin Park	111489
Flawless - The Ones	111488
Side - Travis	111486
First Date - Blink 182	111485
Smash Something - Redman	111478
On My Old Side 95 - Stereophonics	111477
Push The Tempo - Fatboy Slim	111471
Oh No - So Solid Crew	111469
Fat Lip - Sum 41	111468
Family Affair - Mary J Blige	111462
Thinking It Over - Liberty	111461



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Themes

Mission Impossible	111121
Only Fools And Horses	111369
Harry Potter	111548
Winnie The Pooh	111613
The A Team	111613
James Bond	111115
The Good, The Bad & The Ugly	111119
Muppets	111134
Benny Hill	111608
Rocky	111609
Scooby Doo	111610
633 Squadron	111610
Blackadder	111610
Formula One	111610
Fawlty Towers	111611
Ghostbusters	111611
Captain Scarlett	111611
Monty Python	111611
Rainbow Theme	111611
Axel F Beverley Hills Cop	111601
The Terminator	111602
Batman	111606
Pinky And The Brain	111607
Battlestar Galactica	111464
Hawaii 5-0	111604
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Indiana Jones	111466
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Star Wars - Main Theme	111215
Jaws	111603
Superman	111143
Match of the Day	111126
Knight Rider	111127
Popeye	111128
Postman Pat	111129
The Flintstones	111130
Pink Panther	111131
South Park	111132
Looney Tunes	111133
Friends	111151
Charles Angels	111152
Dirty Dancing	111153
Inspector Gadget	111251

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Who Let The Dogs Out - Baha Men
Little Respect - Wheatus
No Good 4 Me - So Solid Crew
Take Me Home - Sophie Ellis Bextor
Little L - Jamiroquai
Turn Off The Light - Nelly Furtado
Too Close - Blue
Stuck In The Middle - Louise
Take My Breath - Emma Bunton
Electric Avenue - Eddie Grant
Thong Song - Sisqo
I Try - Macy Gray
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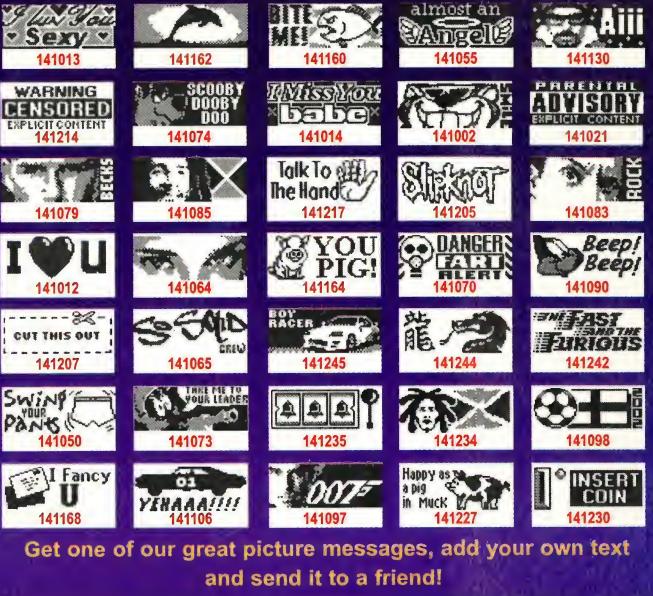
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✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

0-44	Real rubbish
45-64	Still not worth playing
65-79	Nothing too special
80-89	Pretty good, but not exactly great
90-100	Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

GAME BOY ADVANCE

- Army Men
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Plus loads more GBA titles including Tekken Advance on p38, and a review of the best Game Boy Color release this month, Rayman 2 Forever on p48.

Super Mario World Super Mario Advance 2

WE SAID "With subtle changes and more multiplayer battles, both mature and younger Mario fans will love every minute of this."

The hero returns

If you're a younger Nintendo fan your first experience of the Italian stallion was probably Super Mario 64, when the portly plumber appeared in dazzling 3D.

However, older Nintendoids can testify to the fact that Mario and his pals have been causing a commotion for much longer.

In fact, ten years ago Super NES owners were raving about Super Mario World.

Now, thanks to the amazing power of the Game Boy Advance, this legendary game lives once more, resurrected on a miniature console that's no bigger than Mazza's cap.

► Once again, Peach spoils Mario and Luigi's holiday fun by getting kidnapped. Perhaps the Mario Bros. should start hanging out with Buffy instead.



Game Info

By: Nintendo
Price: £29.99
Release: 12 April



▼ Mario and Yoshi are back, this time on the Game Boy Advance. Don't miss this awesome adventure.

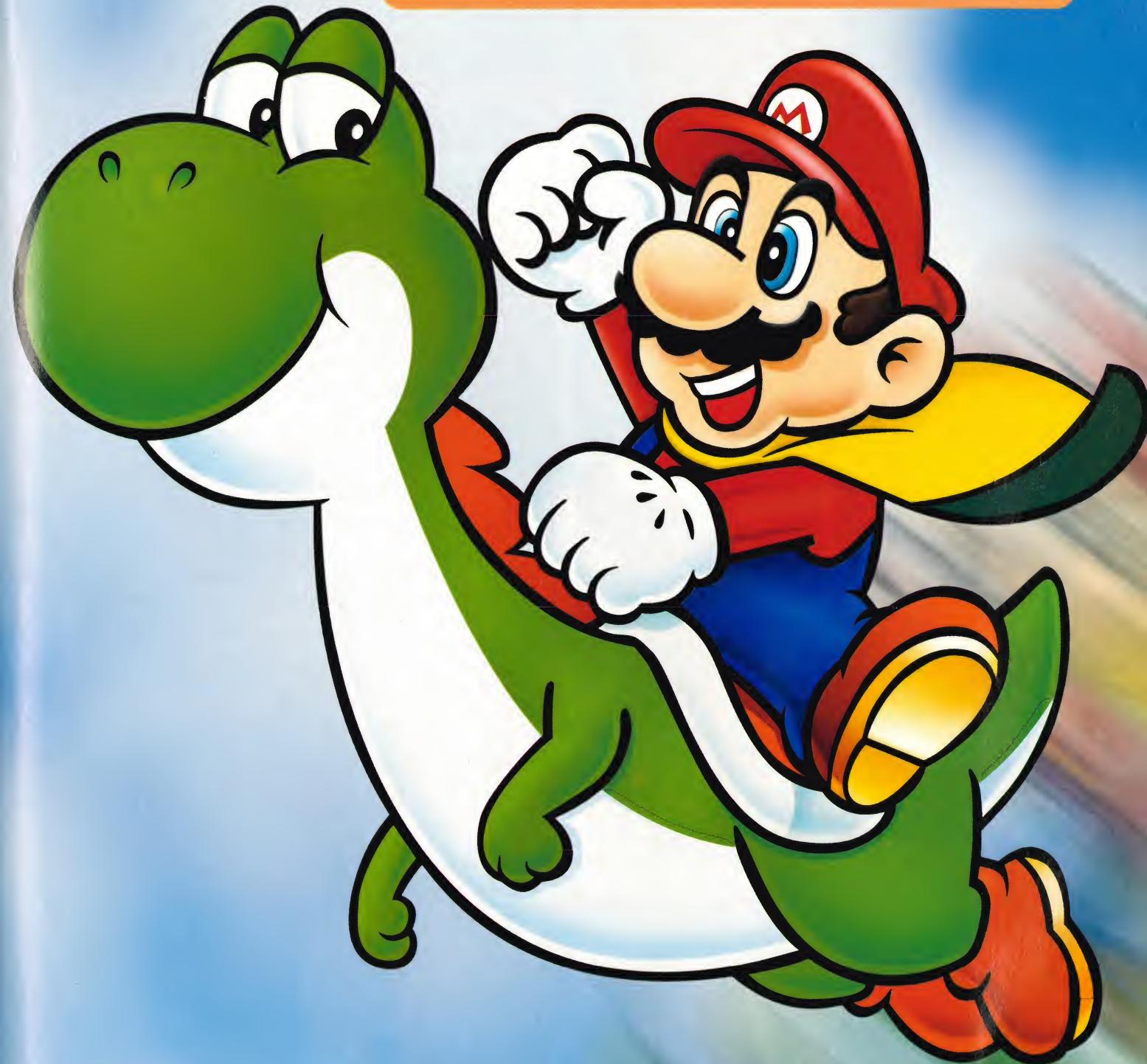
Big up Luigi

In the original Super NES game Luigi was little more than a bit part player, a slightly sad deputy plumber who watched from the sidelines as his chubby brother took all the glory and rescued Princess Peach.

In the GBA version you can choose to play as Luigi at the start of each level. As with last year's Super Mario Advance, many astute gamers are wising up to the platform leaping skills of Luigi and opting to leave Mario watching from the wings for a change. Poor Mazza, fame is a fickle mistress.



▲ When Luigi knocks a Prize Block he releases all the coins, making him quicker than his slow coach brother.



LOOKS ▶ Super Mario World is virtually identical to the classic Super NES edition. It may not be as graphically sophisticated as some of the brand new Game Boy Advance releases on the shelves, but there's a refreshing clarity and purity to the cartoon style backgrounds and characters.

Boo's clues

They're supposed to be scary but there's something cuddly and adorable about the little Boo Buddies and Big Boo bosses.

They hang out in their spooky Ghost Houses and try to set traps for Mario and Luigi. We know we should fear them, but who can deny their star quality?

As with Luigi, the Boo popularity bandwagon is picking up speed. After Lady Boo's heroic appearance in Paper Mario and the Boo Buddies' co starring role in Luigi's Mansion, it's good to revisit the game that originally set the shy hauntings on their path to superstardom.



▲ When Mario or Luigi stand facing the Boo Buddies in the Ghost Houses on Dinosaur Island they appear to be harmless, with cute faces and cackling voices...



▲ ...but when the Bros. turn their backs it's a different story. The Boo Buddies race towards our heroes with their fangs bared and mischief on their transparent minds.

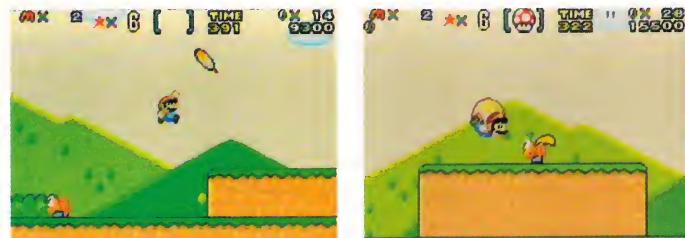


▲ Once you enter a Ghost House, beware! You could be stuck forever, doomed to endlessly wander the creaking boards unless you can find out how to reach the secret exit.

Caped crusader

One of the most magical moments in the original 16-bit Super Mario World was when Mazza caught a Cape Feather for the first time and found out that he could fly high above your frustrated enemies and searching for secrets hidden in the heavens is captured perfectly in the Game Boy Advance version.

The exciting, liberating sensation of soaring high above your frustrated enemies and searching for secrets hidden in the heavens is captured perfectly in the Game Boy Advance version.



▲ If Mazza has eaten a Super Mushroom and is in his Super Mario state, the next Prize Block you hit will contain a Cape Feather.

▲ Flying isn't just for coin collecting and exploring. You can also use Mario or Luigi's belly to dive bomb the enemy.



▲ The Cape can also be used as a weapon when the Brothers use their Spin Jump attack.

SOUNDS It seems as if the wonderful soundtrack from the Super NES game has been perfectly preserved, waiting for the moment it could break free to make us all smile once again. Luigi and Mario's gasps of joy and fury are hilarious, too.

Cruel intentions

Super Mario World may be a lovely looking adventure, jam packed with cute characters and colourful worlds named after sweets, but there will be times when you absolutely hate this game.

Why...? Because, like many classic platform quests of the same era, the gameplay can be fiendishly difficult and totally unforgiving.



▲ When you enter an underwater level you know you'll soon be pulling out clumps of your own hair.



▲ The jumps are hard and they also have to be performed quickly to avoid being squashed by the scrolling screen.



▲ Welcome to platform hell. Gravity defying leaps onto moving platforms that fade away beneath your feet.

The eye sizzling colours and cutesy characters belie a steely, hardened adventure packed with tricky jumps, evil traps and nasty surprises.

If you manage to finish the game without invoking a stream of naughty swear words, you're either a saint or the greatest gamer on earth. The game is great fun, but it certainly has moments which will drive you insane.

Storming the castle

Bowser has built eight castles in his own honour, the big show off.

But even Bowser's huge body can't be in eight different places at once, so he's hired a motley crew of Koopas to guard his treasures.



▲ The castles are easy to spot on the world map. Once you've cleared a castle you can't revisit it until you've defeated Bowser at the end of the game.



▲ Some of the trickiest obstacles are to be found within the dank walls of Bowser's castles. Moving platforms, hot lava and falling ceiling spikes all add to the fun.



▲ Some Koopas are defeated by bouncing them into the lava. Do it right and the Yoshi is free and you get to watch a cut scene as Mario destroys the castle.

Super Mario worlds

It's no wonder that most of the locations in Super Mario Advance 2 are named after lip smacking, sugar coated treats.

The backgrounds are crisp, uncluttered and decorated with bright primary colours. In fact, each magical land looks good enough to eat.

There are nine worlds in total, including the Special World that can only be entered through the secret exit in Star World 5. This huge game takes ages to complete, so you'd better get going, Brothers!



▲ The Forest of Illusion is a woodland paradise. Or rather it was. Sadly the peaceful haven has now been invaded by Bowser's buddies, including Wiggler caterpillars.



▲ The Vanilla Dome is home to some red hot volcanic activity. Here Mario and Luigi get to ride around glittering caverns, dodging fire dragons on rafts made of grinning skulls.



▲ There's nothing sweet about the badlands of Chocolate Island, populated by fire breathing Mini Rhinos and Dino Rhinos. Step back into the Stone Age, but avoid being turned into a fossil.

Walking with dinosaurs

He may be the world's most cowardly dinosaur, hiding in boxes and running away screaming like a girl at the slightest glimpse of trouble, but Yoshi's one of the coolest characters in Super Mario World. In fact, he's one of the most adorable heroes ever created!

If you find Yoshi in a level you know he's going to make reaching the Giant Gate much easier.

As you progress through the game you'll meet his different coloured friends who are even more useful.



▲ To find Yoshi, head bonk a Prize Block and see if an Egg appears. Jump on Yoshi's back and look for enemies to gobble. Unlike Mario or Luigi, if Yoshi lands on spiked creatures he won't be harmed.



▲ Press B to make Yoshi stick his tongue out and chow down on a baddie. If he eats red Koopa shells he'll spit out fireballs. Eating and spitting out yellow Koopa shells will make a deadly yellow dust cloud appear.



▲ If you find a baby Yoshi, carry it and feed it five times to turn it into a fully grown dinosaur buddy. You can find red, blue and yellow babies on your travels, but handle these cuties with extreme care.



▲ The Mario Brothers can even fly when riding on Yoshi's back. Collect Yoshi's Wings and the lanky lizard will be able to take off and fly around for a short time.

MULTIPLAYER → Four players can battle in the bonus Mario Bros. option using Game Link cables and one copy of the game. It's fun for a while, but it's not as exciting as the main adventure.

Finders keepers

The main objective is to rescue Peach from Bowser's clutches, and there are many special items scattered around each level to help you fulfil this important mission.

While it makes perfect sense to collect Mushrooms that turn Mario into Super Mario and green 1-Up Mushrooms which provide an extra life, other pick ups are less obvious but still worth searching for.



▲ There are five golden Yoshi coins to find in each level of Super Mario World. If you get all of them in a stage you'll earn an extra life, so keep your eyes peeled.



▲ Collect 100 of the coins that are scattered throughout the level to earn an extra life for Mario or Luigi. It takes a long while to collect all 100.



▲ Power Balloons are rare, but they allow Mario or Luigi to float to previously unreachable areas. And they look dead funny as well!

Evil doers

There are very few series of video games where the baddies and villains are almost as popular as the heroes themselves.

Mario's enemies are the sort of characters everyone loves to hate, even when they're laughing in your face and beating you to a pulp.

As with all things Nintendo, don't be fooled by the cute, quirky appearance of these arch villains. They may make you laugh but they'll think nothing of shoving a spike in your behind or setting you on fire.



▲ **Koopa** Once out of their shells their scrawny bodies are easy to squish, but it takes butt bouncing skill to winkle a Koopa out of its natural armour. Coloured shells represent different powers and yellow means invincible.



▲ **Chargin' Chuck** These super padded American footballers usually lurk near exits, pouncing just when Mario or Luigi think they're home safe and sound. Ruin their Super Bowl moment by bouncing on these meat heads.



▲ **Sumo Brothers** The way these flabby guys move makes it look as if they're farting pure flames at Mario and Luigi. Be very careful when walking underneath them or they'll cock their legs and unleash some moustache singeing firepower.

Blocking off

As you work your way through the quest you'll notice strange looking Dotted Line Blocks.

These items are often next to the entrance to a boss or across a gap. You'd really like to fill them in because you know that they'd make that impossible leap slightly easier, or give you some extra strength before battling the Koopa fiends. So what's the secret?

► Every type of block has a corresponding Switch Palace. Each Palace can only be accessed via a secret entrance.



GAME LENGTH → The old Super NES game seemed longer, although that's probably just dewy eyed nostalgia kicking in. Even so, it's still a massive undertaking to try and find every secret exit, collect all the coins and earn a perfect score.



▲ Once inside the Switch Palace head for the long stripy tunnel. At the end you'll find an enormous coloured switch. Guess what you have to do now?



▲ After pressing the switch all the appropriate coloured blocks will be filled in. You can even go back to previous levels to reach new areas using the blocks.

Nintendo®

OFFICIAL MAGAZINE

GAME SCORE

Super Mario Advance 2
may be small enough
to fit into your pocket,
but it's a monster
achievement. A huge,
genuine classic
that shows no
signs of ageing.



94%

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Broken Sword

Shadow of the Templars

Get those thinking caps on! The first GBA point and click adventure's here and it's gonna test your brain to the max.

Game Info

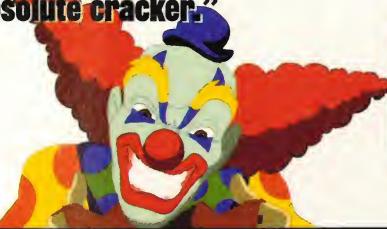
By: Bam!

Price: £29.99

Release: 29 March



WE SAID "It isn't an obvious choice for a GBA conversion but Broken Sword looks like it could be an absolute cracker."



An American in Paris

The game's story revolves around George Stobart, an American tourist who's travelling around Europe. When we first meet George he's taking it easy, enjoying a cup of coffee outside a Paris café.

George notices an old man entering the café, closely followed by a maniacal looking clown. Seconds after the clown leaves, the café explodes.

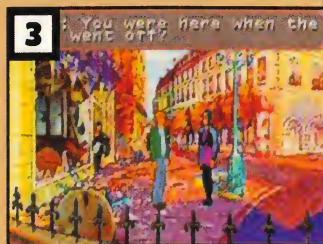
On entering the café, George finds the old man dead and his briefcase gone. He decides to investigate.

Stepping outside again our hero meets Nicole, a photojournalist looking for a scoop. The pair then team up to solve the mystery of the clown bomber once and for all.

► George is quietly enjoying his coffee, taking in the Parisian sights, when he notices an old man in a hurry.



► The old man is followed by a sinister looking clown who plants a bomb in the café and steals the gent's briefcase.



► George bumps into Nicole outside the café. The two of them decide to team up to try and solve the crime.

An alternative adventure

Broken Sword, Shadow of the Templars, is perfect for all you players out there who are sick of high octane, shallow, unrewarding games.

Broken Sword is a quest in the mould of those classic point and click games which were popular a few years back. Indeed, it's a remake of a PC title.



► If you're looking for a turbo charged game then you've come to the wrong place. Broken Sword requires brains, not braun.

The whole adventure has been revamped and repackaged to fit on the GB Advance, and that's some achievement. Broken Sword is a true marvel.

If you've got the time and patience, this intelligent game could be keeping you warm for many months, drawing on every last drop of your brain's power.



► Welcome to the world of Broken Sword, a classic point and click adventure coming to a Game Boy Advance near you.

Delving deeper

At first the case seems like an ordinary crime, but you'll soon discover that there's a much darker and deeper side to the story.

The briefcase that the clown stole contained an old manuscript giving details as to the whereabouts of the order of the Knights Templar.

The Knights Templar was a group of warriors from the Crusades of the fourteenth century, and the bad guys are trying to resurrect them.

They're plotting to gain influential positions throughout the world in government and multinational corporations and it's up to you to stop them.



► The order of the Knights Templar had immense influence across Europe during the fourteenth century, and the bad guys are trying to harness their power.

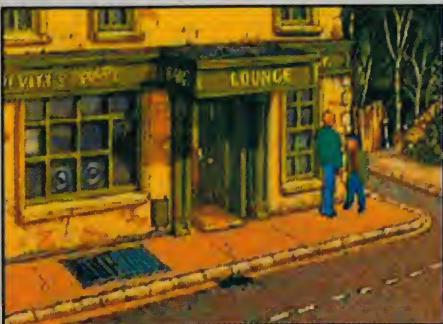
See the sights

If you're going to complete Broken Sword, then get ready for a long journey as this adventure will take you all over the world.

The quest's opening sequence may take place in and around Paris, but before long you'll be jetting off to Ireland, Spain and Syria.



▲ Paris is a lovely place, especially in the spring time. All of your early detective work is carried out here.



▲ Before long you'll be on a plane to Ireland to try and uncover more clues. No time for a pint of Guinness, though.



▲ When you get to Marib in Syria the game starts to get incredibly tough. Your brain will need to be in overdrive.

Ain't she a beauty?

Even if you hate the point and click genre there's one thing about Broken Sword that can't be denied. It looks amazing.

Each location in the game is incredibly well detailed, and there are loads of cool touches and background features to look out for.

The character animation is also very good, and lots of people you meet along the way have traits which you must keep an eye out for.

But it's the attention to detail that really stands out. It's hard to believe that you're looking at a Game Boy Advance title.



▲ The graphics in Broken Sword are absolutely jaw dropping. The cut scenes, animations and in game action all combine to create a visual feast.



▲ Some of the characters are very funny and many have strange actions which set them apart from other people.



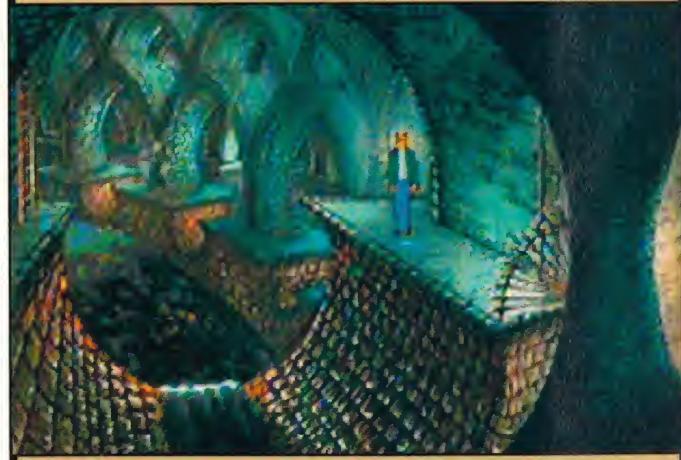
▲ Leaves rustle in the trees, birds fly past and the sun is in the sky. The world of Broken Sword looks incredible.

Getting around

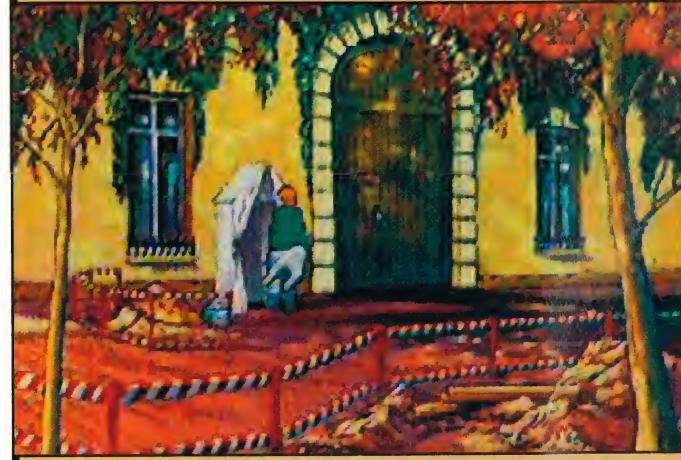
The original Broken Sword titles were point and click adventures where you moved a cursor around the screen.

But the GBA game is different. Instead of a cursor you actually control the character and move him around the various locations.

Points of interest are highlighted by special icons. For example, a magnifying glass means that you should take a look at something, while a mouth indicates that you should speak to the locals. If you spot an icon showing tiny cogs, this allows you to perform a certain action.



▲ Instead of a cursor you control George, making the game feel more interactive.

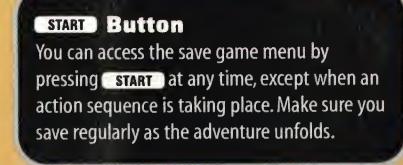
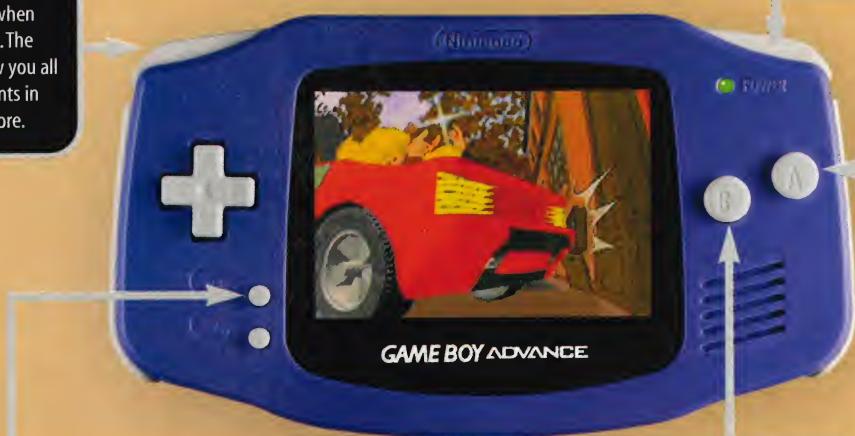


▲ Icons appear at points of interest. Pressing B will give you a description.

LOOKS → The graphics in Broken Sword are lush. Every inch of every screen is packed with colour and detail and it'll take you a while to accept that this is actually running on a handheld console.

Push George's buttons

Plugging a mouse into your Game Boy Advance would defeat the purpose of having a handheld console, so Broken Sword's control system has been revamped for Nintendo's portable powerhouse.



Stick to the script

One element in Broken Sword that won't be to everybody's taste is the dialogue. Some of the humour will leave players feeling cold.

However, the majority of the script is good and the characters all have a distinct personality. You quickly learn who's on your side.

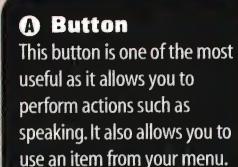
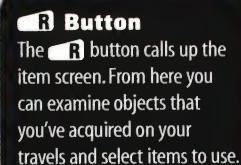
As a whole the game feels like a sinister comedy along the lines of The Mummy or an Indiana Jones movie.

Most of the info you're given is useful and there aren't many times when you find yourself skipping through text pages as fast as you can.

► There are quite a few one liners in Broken Sword, but not all of them are funny. George is quite a sarcastic character, especially for an American.



Each of the mini console's buttons has been assigned a specific function, and it's easy to get the hang of it. Let's have a closer look.



SOUNDS → Broken Sword's music is excellent. A highly emotive soundtrack that more than makes up for the lack of speech in the game.

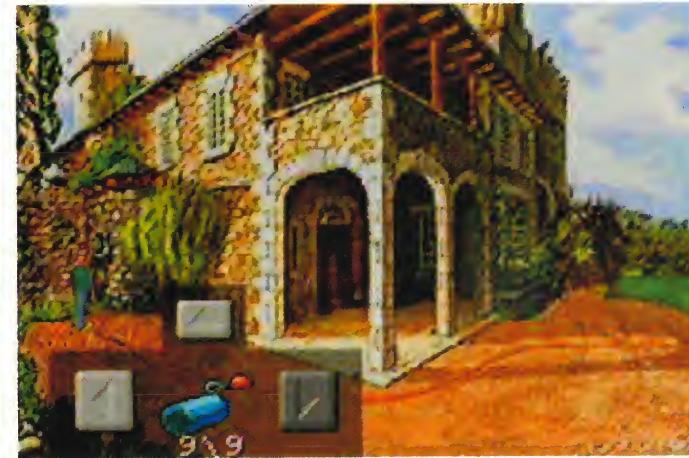
Listen to the music

The music in most portable video games is there as an added bonus, but that's not the case with Broken Sword on the GB Advance.

While the music provides the game with atmosphere and sets the mood for the action as it unfolds, it also rewards the player.

If you're looking for a solution to a specific puzzle and you're not sure what you're doing is right, just listen carefully to the music.

Should you be on the right track the game will play a small piece of rewarding music, just to let you know that you're doing alright.



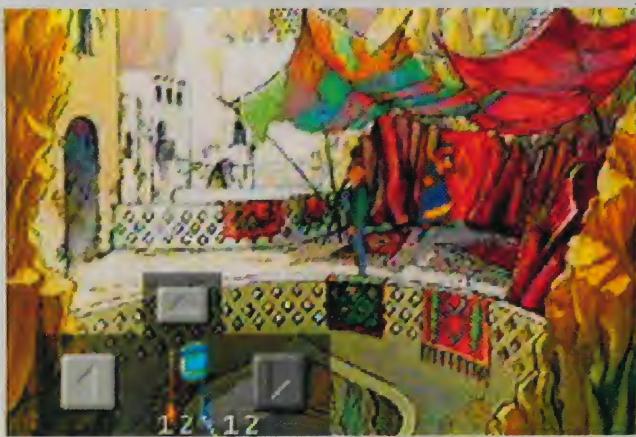
► If you're tackling a puzzle in the right way the game will usually let you know you're on the right track by playing a little snippet of music. All the game's tunes sound great.

That's illogical

Let's get one thing straight. Broken Sword will appeal to a lot of people, but the puzzles may be too tough for some players.

It's important to look in every nook and cranny and talk to everyone you meet to get the clues you need to progress.

Some puzzles have to be completed in a set order so, if you've tried something once and it didn't work, it's worth giving it another shot later. Most puzzles require a lot of brain power and lateral thinking to solve, too.



▲ Some of the items you collect will puzzle you. What do you need a lavatory chain for?



▲ When you first enter a scene, talk to everybody and look at everything.

Try the lot

While Broken Sword looks and sounds fantastic there is one problem which slows the game down, and that's getting stuck.

The first few puzzles in the game won't stump you too badly as there's generally a simple solution, but as the brain teasers get harder you'll be tearing your hair out looking for an answer to your gaming nightmare.

Solving puzzles generally involves trying everything until you get a break. Problem is, it becomes more and more tempting to use this method.

You'll become so obsessed with progressing that your trial and error strategy may cause you to miss out on important elements of the story, spoiling the twisted tale and leaving you wondering what to do next.



▲ If in doubt, go through your entire inventory until you find something that works. This trial and error strategy can get a little tedious, though. And it's also a bit like cheating.



▲ We'd advise you to be very methodical when playing Broken Sword on the GBA, otherwise you'll spoil the story.



▲ Sometimes you'll love Broken Sword other times you'll want to lock it away in a cupboard for a while. Patience is a virtue.

GAME LENGTH It's no exaggeration to say that Broken Sword on the GBA is enormous. There are loads of adventures and fun to be had in varied locations across the world.



Nintendo®
OFFICIAL MAGAZINE
GAME SCORE

Broken Sword is an incredible achievement. The game looks and sounds great, and the controls are easy to get to grips with. It's an intelligent game, but some of you might think it's a little too clever for its own good.

87%

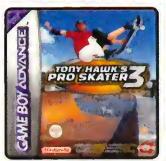


Tony Hawk's Pro Skater 3

It's the second installment of this legendary GBA series. Tony's back and he's found some new places to skate.

Game Info

By: Activision
Price: £29.99
Release: 22 March



LOOKS Highly detailed scenery, great animations and vibrant colours make THPS 3 one of the best looking GB Advance games we've seen.

WE SAID "The developers appear to have taken all the good stuff from Tony Hawk's Pro Skater 2 and built on it."

A new level

Ever since the awesome Tony Hawk's Pro Skater 2 was released on the Game Boy Advance last year, fans have been champing at the bit for more portable tricks and stunts.

Well the wait is finally over as the king of skateboarding is returning to a Game Boy Advance near you with six new levels of skating genius to test your skills. And you'll need to be good to win.

The incredible looking levels found in this portable version of Tony Hawk's Pro Skater 3 are based on those found in the home console versions of the game, but that's not a problem for GBA.

Loads of cool twists and special features have been added to this brand new Game Boy Advance edition and there are some new goals to look out for. There's no room for complacency here.

Seasoned Tony Hawk's Pro Skater fans will feel right at home with this new handheld edition and newcomers will soon get to grips with the simple controls and dazzling stunts.



▲ Getting high scores is the name of the game. If you don't have a head for heights, you won't do well here!

◀ There are loads of options in the game, meaning that you'll get many months of handheld skating pleasure.

▲ The game is packed with tricks, stunts and tasks, many of which feature bizarre names. Each level is well laid out, though, so you won't get confused by the gnarly tricks of strange skater speak.

SOUNDS The music in Tony Hawk's Pro Skater 3 is really bad, but there's an option to turn it off. The sound effects are loud and clear and they add a nice atmosphere to the game.

Show us a trick

The game requires you to perform a number of amazing 'board tricks.'

By doing this you'll unlock more levels to test your skills, so make sure you get in plenty of practice or you won't see the whole game in action.

The tasks come in various forms and there are scores to achieve, rails to grind, tapes to find and earthquakes to start. Each area has a number of specific tasks and a good deal of hunting is required to find all the goals.



▲ To beat each stage of the game you have to perform amazing tricks and rack up awesome scores.



▲ Some of the stunts are trickier than others so you'll need plenty of practice to master them all.



▲ Other tasks in the game see you searching for hidden items or triggering a massive earthquake.

On the level

You'll probably want to familiarise yourself with the levels as quickly as possible, so we thought we'd give you a closer look at the courses on offer.



Foundry

The first level is a good place to familiarise yourself with the controls. The tasks here aren't too hard and the three scores required are pretty low. There are loads of gaps and grind rails to rack up the big points.



Suburbia

After you complete the tasks at the Foundry it's off to Suburbia. The action gets hotter here. Explore the trailer park and find the hobo, then go and steal a sausage from the barbecuing fat man to feed your new found friend.



Rio

The first competition takes place here and it's a bit of a toughie. Make sure you've got all of your moves ready. There's a series of rails that runs right around the arena and you can easily rack up a six figure score.

Airport

This is a big level and the tasks are really tough. One of the hardest tasks is getting some plane tickets to a family. If you bail or get knocked over by security you'll have to start again.



LA

LA has excellent rails for grinding and insane ramps, so you'll need to use them all to get the Sick Score. Find the four earthquake gaps and you'll trigger a tremor and open up a new area.



Tokyo

The final competition is the ultimate test of your skating. Winning gold in this level requires incredible skating. Once you've got the medal, why not pick another skater and try again?

Read your meter

One of the main ways to score big points is to grind, but you'll need to have good balance.

The balance meter has been improved, allowing you to keep a close eye on how your 'boarder is doing.

As soon as you begin a grind or a manual, the balance meter appears. After that it's a case of keeping a close eye on this indicator and making sure you don't fall.

Finding gaps and manualling between rails will help you get an enormous score that even Mr Hawk himself would be proud of.



▲ Use the balance meter to make sure that you don't fall off the edge.



▲ Success in Tony Hawk's Pro Skater 3 requires extreme dexterity on the Game Boy Advance's buttons. This certainly isn't a title for clumsy players, you know!

It's competition time

Four of the levels in Tony Hawk's Pro Skater 3 are task based but there are also two specially designed competition levels.

Here you get three, one minute runs to wow the judges with your sublime skating skills. You'll need to give it all that you've got.

Each run is given a score out of 100 and at the end of your third attempt the two best scores are added together to give you a total.

You've got to finish in the top three to get a medal and unlock a new level. If you don't place, it's back to the streets to try again.



▲ If you want to unlock all the levels you'll need to impress the judges in the competition stages.

GAME LENGTH → If you're a Tony Hawk's pro there's still loads for you to find and grind. If you're new to the series you'll be locked away for months trying to complete all the goals.

Nintendo®
OFFICIAL MAGAZINE
GAME SCORE

It's more of the same, so thank goodness it's such a great game. Everything's still as addictive as it was last June and the new levels have been designed well.



91%

Sonic Advance



**Sega's champion is here to gatecrash
Nintendo's Game Boy Advance. And with
his super speed, nothing's going to stop him.**



Game Info

By: Infogrames
Price: £29.99
Release: Out Now



WE SAID → "Sonic Advance is one of the most exciting GBA games. If this handheld quest is as good as Sonic's 16-bit adventures, this will be one of the best GBA titles."



▲ He may have a cheeky grin, but Dr Eggman isn't a nice chap. Let's wipe that smirk off his ugly mug.

Feet of flames

Faster than a speeding bullet, quicker than a runaway train, Sega's mascot is bursting onto Nintendo's GBA. Don't blink or you'll miss him!

Sonic Advance sees the lightning fast hedgehog take centre stage once again in another scorching, high speed battle against the evil Dr Eggman.



▲ Sonic the Hedgehog's not the only star in this sizzling platformer. You can also play as Tails, Amy and Knuckles, each hero boasting their own selection of powers.
◀ Sonic's speed on the small screen is phenomenal and you'll even get to experience the famous high speed loops.

LOOKS → All the worlds are bright and colourful, and the heroes and villains look great. One of the best looking GB Advance titles so far.

All types of fun

After you've watched the intro movie it's on to the main menu screen.

In addition to the high speed fun found in the main platform quest, the coders have included some neat options for both one and two players.

Even better news for Game Boy Advance owners is that you can link up with one or more copies of Sonic for multiplayer frolics, but the options on offer are more limited if you use a single cartridge.



Game Start

Your huge quest to defeat Dr Eggman and his cronies begins here. Choose a member of Sonic's animal gang and get ransacking some robot ass.



Versus

Prepare to plug in and play with a mate using one or more Sonic Advance carts and try to beat them to the end of each high speed stage.



Time Attack

See if you can set some record breaking times and save them to your Sonic Advance cartridge, then try to beat them again and again.



Tiny Chao Garden

In this Tamagotchi style mini game you must nurture and please your little Chao creature. Then you can enter your pet in competitions.

Sonic's team

In addition to controlling Sonic the Hedgehog the game also gives GBA fans a chance to play as the blue streak's animal buddies, each of whom has their own special powers to help you crack the stages.

From Sonic's blistering speed to Knuckles' expert gliding skills, each of the game's colourful heroes will help you save innocent animals from Dr Eggman's evil spell and rack up awesome high scores to impress your mates.



Sonic

Sonic can roll up into a ball and blast through each level with his Spin Dash move. Like Amy, he can grind rails to find prizes but be careful at high speed as you'll lose all your rings if you clatter into one of the evil robot baddies.

Tails

Sonic's foxy friend is great for finding those extra rings and useful goodie crates. As he jumps in the air he can hover thanks to his furry tails and he can also swim upwards when under water, unlike the other characters.

Knuckles

This strong puncher can really put some power behind his attacks. Knuckles can glide above Eggman's cronies before dropping down and moving in for the kill. He can also climb walls when he grabs them.

Amy Rose

Don't think for one moment that Amy's the weakling of the gang. Her enormous mallet may throw out pink hearts but the damage she does is incredible and she can also jump much higher than the other heroes.

Bursting with zones

There are 14 stages to complete in Sonic Advance and each one is bursting with tough jumps and robotic creeps to beat.

You begin in Neo Green Hill Zone where you learn basic attacks and feel the game's sensational speed as Sonic blasts around the daring loops.

From here you'll be blasted off to Casino Paradise Zone, complete with pinball flippers and bumpers which send Sonic bouncing around the screen.

Later you'll be whisked off to the chilly Ice Mountain Zone. This freezing location is home to some tricky underwater challenges so be wary of your character's air level and jump into bubbles for extra oxygen.



▲ The first stage is Neo Green Hill Zone. This once peaceful land is crawling with the robotic agents of Dr Eggman.



▲ In the colourful Casino Paradise Zone there are all manner of bumpers, flippers and rides to send Sonic spinning.



▲ In the chilly water Sonic must top up his air levels by gulping down bubbles.

Eggman's creations

Sonic's sworn enemy has been busy creating some of the toughest robots ever seen for the end of level boss battles.

You'll face Dr Eggman at the end of each stage and your first encounter sees you up against his fearsome tank and its huge mallet.

Later on the fat villain appears in a ship which uses a crushing spring to chase Sonic, but our favourite boss appears later in the game.

At the end of Angel Island Zone you'll have to defeat a fake Knuckles robot, so watch out for his deadly glide attack.



▲ The old fiend, Dr Eggman, loves to invent beautiful and deadly contraptions. In this boss battle you must hit his ship while avoiding the spiky ball.



▲ One of the first battles is against Dr Eggman's mallet swinging tank. Watch the hammer and hit him hard!

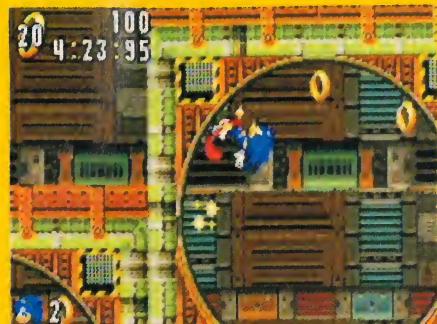


▲ You'll have your work cut out trying to hit this springy adversary. Just don't stay in one place for too long.

Getting around

Sonic Advance is an exceptional GBA platformer and there are many memorable moments which will make you smile from ear to ear.

Easily the most impressive feature is the game's blistering speed. When Sonic the Hedgehog is in full flow there's nothing on the GBA to match it.



Loop the loops

Should your animal hero fail to get enough speed the loops will leave them in a right old spin and you'll miss out on all those lovely golden rings.



Rails

As you run towards these metal poles, press **R** and Sonic or Amy will be able to grind down them, just like a skateboarding pro. Go get those goodies!



Zip lines

Slide your way to secret goodies on these high speed lines. The only problem is that one of Dr Eggman's cronies may be waiting for you at the other side, so be careful!



Water jets

These fast flowing currents of water allow your heroes to cross bottomless pits in a flash. Turn around and fight the water to drop down and you may find some secrets.



Banks

It may look featureless, but hit the start of a bank at top speed and your character will ride along the edge at a blistering rate and snatch all the golden rings.



Pinball flippers

Casino Paradise Zone is more like a giant pinball table. Use flipper power to blast high up and hit bumpers to reach tough ledges and search for hidden treasures.

Nintendo link up

We've been talking about it for ages and now for the first time we can show how the GameCube and GB Advance link up works.

You won't be able to get hold of a cable until 3 May when Sonic Adventure 2 Battle launches.

But we've already been experimenting at NOM, so sit tight for a sneak peak...



3



... while the second is a rock hard game of matching pairs. Three mistakes and it's Game Over! The puzzle may look cute, but it certainly isn't for amateurs.



▲ In the Tiny Chao Garden you'll have to care and protect your little fella if you want him to be a champion.



▲ There are two mini games for you to play in the Garden. The first sees you matching up cards...



▲ Using the golden rings you win from the mini games you can buy food for your little Chao. Like a Tamagotchi, you must treat you pet well to get the best results.



▲ In a few weeks you'll be able to transfer your trained Chao into Sonic Adventure 2 Battle on the Nintendo GameCube for some fun games and insane challenges.



▲ When Sonic Adventure 2 Battle arrives you'll be able to swap your Chao between both machines using a special link cable. It's a super cool feature.

SOUNDS From the sweet, underwater music to mental high speed tracks, each level has a superb tune to suit the action. Sounds as good as it looks!

Special stage

Grab your snowboard and prepare for a dazzling mini game because there's a special secret hidden deep within each of the game's zones.

The Special Spring blasts you off to a game where you must grab rings.

Do well and you'll collect a Chaos Emerald, but grab them all and Sonic will be transformed in the final battle.

We won't spoil it for you, but rest assured that Eggman's in for a shock.

► It's hard trying to find the Special Springs as they're all hidden away.



► Find the Special Spring and you'll be blasted into space for a mini game.

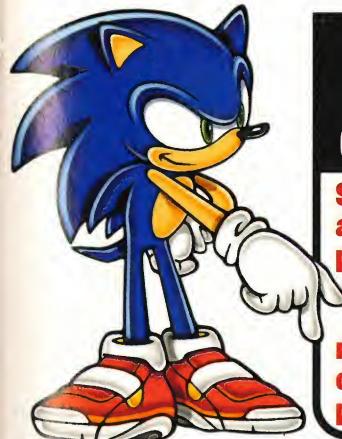


► Your task is to guide your 'board into the rings and grab as many as you can.



► The camera angle's deceptive. It looks brill, but grabbing all the rings is very tough.

GAME LENGTH With four characters this is a portable joy and training Chaos is rewarding. We'll have to wait until May to see them on the 'Cube.



**Nintendo®
OFFICIAL MAGAZINE**

GAME SCORE

Sonic's first Nintendo adventure ever is platforming action at its very best. With four characters and cool multiplayer options, there's plenty on offer.

90%

Moto GP

By THQ Price £29.99 Release Out Now
Four player – four cart ✗ Four player – one cart ✓

While you're waiting for an F1 game to roar onto the GBA, why not give bike racing a go with Moto GP?

The sights and sounds of the bike circuit come alive across four modes and 16 tracks, and the action is whippet quick.

But even on Hard mode the game is too easy. Once you're out in front you'll never be caught.



► The action's fast alright, but winning the races is much too easy once you move up to first place.



► There are loads of tracks to try, but the simple action may bore you.

GAME SCORE 76%

Cruis'n Velocity

By Midway Price £29.99 Release Out Now
Four player – one cart ✓ Four player – one cart ✗

The Cruis'n games haven't been the most renowned driving titles, and this diabolical racer won't change the situation.

This Game Boy Advance driving title is nothing short of appalling, with a painfully slow sense of speed. Even when your souped up racing beast is doing over a ton the action just chugs along.

Dire car control also sees you smashing into every single wall, even if you slow right down on the bends. Shameful.



► The police car pulled out in front of the red mini to arrest the driver for crimes against video games.

GAME SCORE 42%

Tekken Advance

As far as fighting games go, the Tekken series is hard to beat. And now this brutal brawler comes with added portability. Prepare to fight...

WE SAID "Tekken is one of the best series of fighting games ever conceived and we can't wait to see it in action on the GBA."



Game Info

By: Infogrames
Price: £34.99
Release: 29 March



LOOKS You've got eyes! We don't have to tell you that Tekken Advance looks the business. But even though the fighters look amazing, the backgrounds aren't nearly as breathtaking. Despite this the game moves at a slick pace, thanks to the cool controls.

Shrunk to fit

The Tekken series has won legions of fans with its awesome combos and cool characters.

But how will the polygon pushing series fare on the GBA, a machine which handles 3D graphics as well as Sir Alex Ferguson handling the prospect of retiring?



▲ Ten playable characters are ready and waiting for your fighting attention. We fancy Xiaoyu, but who will you choose?

From a visual point of view it's another brownie point for the GBA as the fighters look incredible. In fact, Tekken Advance is one of the best looking games on the GBA, pushing Nintendo's portable powerhouse to its absolute limits.



▲ The way the fighters move is amazing. Some of the warriors even hop from foot to foot when squaring up.

Play time

Tekken Advance doesn't skimp on gameplay modes, offering GBA fans plenty of options and a decent multiplayer set up, complete with the popular Tekken Tag mode.

The bad news is that there's only one hidden character, the fearsome Heihachi, and just a single hidden gameplay mode, Team Battle. Unfortunately, this robs the game of lasting appeal.



Arcade

Take any one of the ten playable characters and fight everyone else. Survive this onslaught and you'll be declared the winner.



Vs Battle

A classic one on one battle mode, with the added bonus of being able to adjust each character's strength before a bout.



Time Attack

A timed challenge to beat every stage and finish the game. Difficulty, time limit and number of rounds is pre set.

TOTAL KILLED / SURVIVED		CHOOSE YOUR FIGHTER	
4 TH	LAW	97	XIAOYU ARCADE
5 TH	HYDORAKO	2 WINS	NOM
6 TH	NINA	2 WINS	NIN
7 TH	GUNJACK	1 WIN	JAC

Survival

Armed with just a full health meter, the challenge is to see how many fights you can survive. The battles never end!



Practice

Choose a fighter and test the game's moves. Your opponent can be customised and your warrior's moves can be checked.



Tag Battle

A three against three fighting challenge, where your fighters take on the computer's choice. Use **L** to change your fighter.



Vs Tag

Same as Tag Battle, but this time you're up against a human opponent. Again, you can alter the power of each fighter.

SOUNDS → The very definition of bombastic, with tough breaks which complement the action and plenty of high quality vocal samples.

Doing damage

Good looks are one thing, but all self respecting fight fans will want to know about the moves you can unleash in Tekken Advance. Thankfully, there are loads of violent attacks to use.

However, because the number of buttons on the GB Advance is limited, you only have a choice of kick, punch and throw, meaning that Tekken Advance isn't as deep as other versions of the game.

There are still tons of moves though and the ten fighters all have unique attacks. As ever, attacks are pulled off by using a combination of D-Pad movements and blistering button combinations.



▲ Jin Kazama's Demon's Paw is as lethal as ever, as the lovely Nina Williams is finding out to her cost.



▲ You may not know this, but leopard headed King is from Mexico and he's also the manager of an orphanage.



▲ Nina Williams... the very name sends a shiver down our spine! Here we see her unleashing her Blonde Bomb move.



▲ Hwoarang may be a real mouthful to pronounce, but his Firecracker move speaks for itself. Take that, Jin!

GAME LENGTH → The single player game has little to make you revisit Tekken Advance after you've beaten all the fighters. But if you've got a mate who wants to battle, then this game is a bang on the money fight fest.



Nintendo[®] OFFICIAL MAGAZINE GAME SCORE

A real looker that stays close to Tekken's roots, offering explosive gameplay, killer combos and sweaty palmed multiplayer thrills. Marks are dropped for the lack of hidden goodies to make you come back for more.

86%

Boxing Fever

By THQ Price £34.99 Release Out Now
Two player - two cart ✓ Two player - one cart ✗

First person boxing games aren't new, but Boxing Fever is the GBA's first.

Take control of eight boxers and duke it out through five gameplay modes, including a useful Training option which coaches you in the basics.

The game supports two player link up, with Championship, Single Fight and Survival modes.



▲ The game looks bold, bright and colourful, much like Nintendo's classic boxing game, Punch Out.



▲ There are loads of different moves to unleash, so learn the best ones.

GAME SCORE 70%

Fila Decathlon

By THQ Price £34.99 Release 28 March
Two player - two cart ✓ Two player - one cart ✗

Stay on the couch and don't get up because Fila Decathlon is here to make sofa slugs feel better about themselves.

Boasting all the events found in a real decathlon, this is a button bashing all rounder with everything from the 100m sprint and hurdles to shot putting and high jump. You'll need thumbs of steel to win!

Each challenge has a tutorial, and with events such as the long jump involving complicated commands you'll need all the help you can get.



▲ Button bashing is the name of the game, so don't be surprised if your poor GB Advance melts!

GAME SCORE 77%

Rogue Spear

Game Info

By: Ubi Soft
Price: £29.99
Release: Out now



There's no time for gung ho heroics where we're going. Rogue Spear is all about out thinking and out smarting your enemy. Meat heads need not apply.

WE SAID → "There are lots of violent blasting games on the GBA, but it looks like Rogue Spear is going to offer a more intelligent experience."

The thinking man's war game

Tom Clancy may not be a household name just yet, but his action packed books have been the basis for some cool movies, including The Hunt For Red October, and some great games, such as the classic Rainbow Six.

Now there's a GB Advance title inspired by his brand of tense, mission led secret operations. The basic idea is to pick a team of highly trained soldiers and complete some risky, top secret missions.



▲ Little pools of blood appear around dead enemies, letting you know that they're no longer a threat.



▲ A red arrow shows you where the enemy fire is coming from and the green gauge shows how much damage you've taken. Always keep an eye on these indicators.

► It's not all blasting. Sometimes your mission is to download files from a computer or plant a bug.



▲ Before each task you're given a full briefing, telling you the background to the mission and what you should expect. Pay attention now or make a stupid mistake later.

LOOKS → The top down perspective works well, with exceptional detail and a great use of colour which really cranks up the atmosphere.

Get the right mix

The missions are varied, some requiring you to save hostages or take out terrorist leaders. You can even choose to go in alone or as part of a team.

If you want some backup, it's vital that you choose the right people to make up your squad of four.

	E. Price
Assault	Stealth 99
Aim	94
Health	87
Reflex	75

Check the stats

You have a choice of 28 different soldiers from around the world. Each and every one of them is marked according to their stealth, aiming prowess, general health and reflexes. They're all hard as nails, though.

	H. Johnston
Sniper	Stealth 100
Aim	100
Health	98
Reflex	92

The right mix

There are four types of soldier, Assault, Recon, Sniper and Demolition. Bear their talents in mind when choosing your team. If you don't choose a Recon for a mission which requires hacking into a computer, you'll fail.



Plan your outfit

The variety of missions in Rogue Spear is awesome. Because of this it's important to choose the right outfit. You don't want to be walking around a desert in an all black jump suit. There are five different uniforms on offer.



SOUNDS → The combination of mood enhancing music, realistic voice samples, weather effects and cool gun sounds is most impressive. We like!

Getting the job done

The coders behind this Game Boy Advance version of Rogue Spear have really gone to town, offering players a flexible control system which makes ordering your team around a doddle.

You can tell one of your squad members to guard a staircase, or even change who leads the team. Your soldiers can crouch to evade detection or blow their cover and run for it. But it's vitally important that you always think before you act because this is an unforgiving game.



▲ The map is your best friend. Green dots are your guys, red dots are baddies and yellow dots are hostages. Bear this in mind and you won't go far wrong.



▲ A good tactic is to leave members of your squad to guard areas that enemies are likely to appear from. They can then take out any threats with ease.



▲ Crouching makes you less visible, allowing your soldiers to sneak past enemies. However, snipers higher up will still be able to see your men.



▲ You'll need nerves of steel if you're going to keep yourself out of sight. Stealth missions are no place for heroics, so put that gun away.

GAME LENGTH → The missions are tough and time consuming. In fact, we had to replay some of the missions over and over again to get it right. We think this is rewarding, but fans of action games may find it frustrating.

**Nintendo®
OFFICIAL MAGAZINE**

GAME SCORE

If you're looking for an absorbing game that'll make you think and which rewards forward planning and tactical know how, then this is it. If you want a pick up and play experience, leave Rogue Spear well alone.

85%

Army Men Operation Green

By 3DO Price £34.99 Release Out Now
Two player - two cart ✗ Two player - one cart ✗

The Green and Tan armies are up to their old tricks again, fighting and bickering like there's no tomorrow.

This game features the usual brand of Army Men gameplay, with a mixture of real world levels where the soldiers are tiny and their miniature environments where war rules supreme.

Levels include deserts, beaches, jungles and cities. This time around the enemies are smarter, and there's a bigger selection of weapons to use.



▲ We were getting sick of Army Men games, but this one's a little better.



▲ The miniature worlds are great for staging a massive battle.

GAME SCORE 82%

F-14 Tomcat

By THQ Price £34.99 Release Out Now
Four player - Four cart ✓ Four player - one cart ✗

There's trouble in the South China seas. Fortunately, you're an ace F-14 pilot who's more than happy to secure the airspace and see off any hostile enemies.

This is the GBA's first flight sim, so if the idea of controlling a mach 2 fighter plane appeals to you then this is definitely worth a look.

The aircraft has tons of things to fiddle with, including Electronic Counter Measures and a huge array of weapons, which include heat seeking Sidewinder missiles and radar guided Phoenix rockets.

The game is mission based, with objectives such as seeking and destroying enemy radar bases, war ships and oil platforms. Getting to grips with the controls is a task in itself, and keeping an eye on all the instruments and fast moving enemies is tough on the small screen.



▲ A sophisticated flight simulation in the palm of your hand! Is there nothing the Game Boy Advance can't handle?



▲ This is your awesome war plane.

GAME SCORE 77%

Dark Arena

Game Info

By: THQ
Price: £34.99
Release: Out now



This was supposed to be the first shooter to come to GB Advance, but it ended up being the fourth. Has the extra time been used constructively? Eyes down...

Kill all mutants

In the year 2146, new recruits who join the United Arms Organisation are pitted against a breed of genetically engineered killing machines to hone their combat skills.

Not surprisingly, these harassed mutants have thrown a wobbly and taken over the training school, killing everyone who stands in their way. In Dark Arena you're sent in with a crack squad of troops to save the day, but before long you're the only survivor. Now an army of killers lies between you and freedom...



▲ There's been a massacre at the top secret military training base and all your buddies are mutant food.



▲ These creatures may be super powered mutants but they die easily. A couple of rockets and they're road kill.



▲ The droids are definitely the most annoying enemies because they dart around the screen, avoiding damage.

LOOKS Not as atmospheric or fast as Doom, or as action packed as Ecks Vs Sever. But the levels are cleverly designed with hidden areas and secret passages. The characters look a little rough close up, though.

Non stop blasting

If you want to escape this nightmare you'll have to battle your way through 20 levels of non stop blasting.

There's little in the way of puzzle solving, other than finding the odd key card to access new areas. This game is all about sharp shooting, with nine completely different weapons to try.

At the start you're armed with a rather wimpy hand gun but before too long you'll be setting off mines, unleashing guided missiles, firing rockets and pumping lead from your shotgun.

Weapons are easily found as you explore the levels and all you have to do is pick them up and walk over them.



▲ The trusty assault rifle will soon become your best friend because ammunition's easily found in all the levels. This gun really packs a punch, too.



▲ The hand gun isn't anything special and you'll have to use up to nine blasts to fell the big monsters such as the brute shown in this shot.



▲ The rocket launcher in Dark Arena is a bit of a let down, with a really unimpressive explosion. We want carnage and we want it now!



▲ No, this isn't a dodgy shot from the game. It's a nifty guided missile homing in on some mutant filth. Have some of that, you ugly fiend!



▲ No self respecting first person shooter is complete without a meaty weapon which fires green goo. Snot coming your way, big ears!

SOUNDS The weapons sound thin and hollow, but the voice samples and monstrous mutant sound effects make up for this. However, the effects aren't exactly what you'd call terrifying.

Know your enemy

The various mutants and monsters found in the creepy corridors of Dark Arena can be divided into three different classes.

And if you can't wait to start blasting, here's a look at the filth on offer...

Hybrid class



These friendly fellows are the most common type of mutant found roaming the dingy corridors of Dark Arena. These evil monsters look almost human, aside from the fact that they have weapons where their arms should be.

Droid class



The fearsome Droid class enemies are incredibly durable because they're protected by tough armour. Their heavy weapons are powerful enough to fell any warriors who fancy their chances in Dark Arena.

Synthetic mutants



The Synthetic monsters are probably the most dangerous of all. They were created by scientists who combined DNA from some of the world's most dangerous animals with advanced robotics, creating brutal killing machines.

GAME LENGTH The enemy intelligence isn't too sharp, so you'll have this game licked in no time. But there's always the lure of a four player frag party...

**Nintendo®
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GAME SCORE**

Despite the fact that Dark Arena is a fast paced and competent shooter, there's nothing here to beat the brutality of Doom, the atmosphere of Ecks Vs Sever or the sheer fun of BackTrack. Too little, too late.

86%



Extreme Ghostbusters Code Ecto-1

By Wanadoo Price £29.99 Release April
Two player - two cart X Two player - one cart X

Time to take control of the ace ghostbusters Kylie and Eduardo as they tackle Count Mercharior and his ghouls.

The quest's split into two game styles, but while the top down driving levels are fun the shooting stages are far from exciting.

Short bursts from Kylie's gun make the screen judder and this gets annoying when you're trying to aim at a rogue spook.

Extreme Ghostbusters Code Ecto-1 doesn't bring anything new to the Game Boy Advance. However, if you like basic running, climbing and shooting games, this could be worth a look.



▲ Eduardo's proton pack is miles better than Kylie's and the screen doesn't judder.
► This game doesn't offer anything new, so save your cash for something else.

GAME SCORE 75%

Caesar's Palace Advance

By THQ Price £29.99 Release Out Now
Two player - two cart X Two player - one cart X

Forget Banzai! In this GBA title you can play proper betting games and live the life of a millionaire.

All the most famous casino games are included in this GBA package, such as Poker and Blackjack. Luckily there's a useful save function and a nearby cash machine should you blow all your money.

Caesar's Palace Advance certainly won't revolutionise the world of portable gaming. In fact, the bland game graphics are incredibly dull and the puny sound effects are twee and annoying.

But if you fancy betting a ton of money without having the bank manager breathing down your neck, this package may suit you.



▲ There's no eye candy in Caesar's Palace Advance. In fact, this shot shows just how uninspiring the graphics are.



▲ Bet now! What are you waiting for?

GAME SCORE 66%

Jimmy Neutron Boy Genius

Game Info

By: THQ
Price: £34.99
Release: Out now



This little tyke needs all his brain power to rescue the parents of Retroville and defeat some alien invaders.

WE SAID → "The world's cleverest boy is coming to GBA, but can he rise above the opposition?"

Cartoon capers

This strange story begins when Jimmy Neutron and his pet robot dog, Goddard, discover that all the parents in the town of Retroville have been kidnapped.

Evil Yokians have descended from outer space and snatched all of the city's mothers and fathers. Now only Jimmy and his chum can save the day.

In order to do this, Jimmy Neutron first needs to fix his spaceship and travel to the far reaches of outer space to thwart the aliens' dastardly plans. He's no ordinary little boy, you know!

With the help of Goddard, Jimmy Neutron first has to hunt around town to find the necessary spaceship parts and blast off to the stars.

The simple aim in each stage is to scour the bright and colourful worlds, although this is tough as this Game Boy Advance cartridge is packed with some tough platform moments.

► Just what the GBA needs... another platform game where you have to collect an endless stream of items!



► It's pretty strange to meet a boy genius who built his own robotic dog. But the most disturbing thing about Jimmy Neutron is his massive, gravity defying quiff.



LOOKS → Nothing to write home about, really. The levels are varied and colourful but the animation is a little rough.

Start hunting

When you first begin the game you have to help Jimmy track down the five missing pieces of his interstellar spaceship.

The spaceship parts are littered around Retroville in all manner of places. You'll have to look absolutely everywhere to find them all.

Luckily, Jimmy's got a few tricks up his sleeve to help you. He's armed with a laser to take care of the bad guys and he can also use a jet pack.

Goddard is equally well equipped, with a Spider-Man style grappling hook and a vicious claw weapon which can waste enemies in a flash.



► Jimmy's got a laser which he can use to kill dangerous enemies, such as this wasp.



► The animation sucks, but at least this game is colourful.



► Another monster who needs blasting. Unleash that laser!



SOUNDS → The game graphics aren't great, and the sound effects are even worse. Let's hope the Jimmy Neutron movie has a better soundtrack.

Flying high again

Once you've collected all the missing pieces of Jimmy Neutron's awesome spaceship you've got to help our heroes fix their interplanetary vehicle in the top secret workshop.

Jimmy Neutron's spaceship is a gleaming blue rocket which is armed with a devastating rocket gun which can dispatch even the mightiest of meteors. It really is a mean machine.

When you get into the spaceship the game cuts to a 3D view, much like Iridion 3D. Now you need to fly like a pro.

Watch out for the meteors and space probes as they can cause you serious damage and be sure to pick up all the space food.



▲ Wheeee! Jimmy Neutron and Goddard have finally blasted off in their mission to save the parents of Retroville. Now the game becomes a space blaster.



▲ This section is much like another GBA blaster called Iridion 3D. Both games look 3D, but they're not.



▲ It's often hard to spot hazards as they speed towards you, leading to many frustrating deaths as your ship explodes.

GAME LENGTH → Jimmy Neutron presents quite a challenge and the three difficulty levels could make this a really long battle.

Nintendo[®] OFFICIAL MAGAZINE GAME SCORE

Jimmy Neutron has nice touches, including the space levels which almost lift it above the huge selection of GBA platformers already available. But it's not quite enough. There's nothing wrong with this game, it's just not a lot of fun.

71%



Super Black Bass Advance

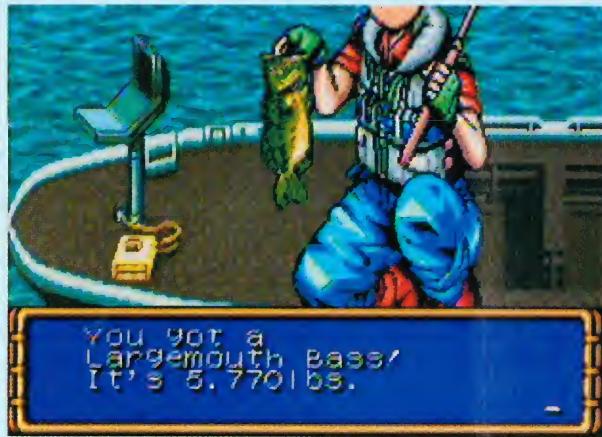
By Ubi Soft Price £29.99 Release 21 March
Four player – one cart ✓ Four player – four cart ✗

Just when you thought it was safe to go back into video game shops, along comes another GB Advance fishing title in an attempt to steal your precious time and money.

This latest fishing title has loads of options to plough through, from customising your fisherman to choosing the best bait and tackle.

But the problem with Super Black Bass Advance is that it's a little dull. You don't actually control the boat or decide where to fish, but this doesn't mean that you won't catch a whopper.

The graphics are very cartoony and the music will make you feel sick. Even die hard fishing fans should steer clear of this.



▲ Great catch, but you should have seen the one that got away.

GAME SCORE 57%

Invader

By Xicat Price £34.99 Release 29 March
Four player – one cart ✗ Two player – two cart ✓

Invader is a hard as nails, top down shooter in the same mould as the classic Xenon. This is a true test of your shooting skills.

The story behind the game is simple, and all you have to do is blast off into outer space and destroy the hostile aliens.

You can collect weapon upgrades as you fly along, but be careful to dodge the enemies and their missiles or else you'll be history.

The game looks great but there's some serious slowdown when multiple enemies appear on screen. Good, but certainly not great.



▲ Older game fans will have played dozens of space games like this.

GAME SCORE 76%

The Wild Thornberrys

Game Info

By: THQ
Price: £29.99
Release: Out Now



Chimp Chase

The very latest Saturday morning cartoon stars are GBA bound, but don't expect them to send you wild.

WE SAID "Yet another one of Nickelodeon's line up is heading to Game Boy Advance. Let's just hope it's better than *Rugrats Castle Capers*."

Ape escape

First there was *The Rugrats*, then came *Spongebob Squarepants*. Now Nickelodeon's *Wild Thornberrys* have landed on the GBA.

The twisted plot sees you travelling across four different continents to find Darwin the ape who's been kidnapped by evil monkey rustlers.



▲ You'll pick up loads of information about each region from Eliza and the rest of the Thornberry gang.



▲ You begin this globe trotting adventure deep in the Amazonian rainforests. Mind you don't fall, Darwin!



▲ Complete the first level and the evil animal thieves, Kip and Biederman, will snatch poor Darwin. Oh no!

LOOKS Some of the worst Game Boy Advance graphics we've ever seen, with some hideous animation.

Around the world

Believe it or not, you actually begin this adventure as Darwin the monkey before Kip and Biederman nab him.

You start in the jungles of South America where your simian pal has to avoid poisonous adders and vicious panthers.

After Darwin gets nabbed you're whisked off to the searing plains of Africa, then the freezing Arctic and its chilly conditions.

Your final challenge sees you exploring the Australian Outback, complete with friendly locals which include snapping crocodiles and snarling dingoes. Perhaps they're not so friendly after all...



▲ When exploring the Arctic you'll have to contend with a giant avalanche.
▲ By the time you reach the Australian Outback, Eliza will be given a boomerang to knock out the snarling dingoes who chase her.



▲ The first level is packed with vine swinging and tree climbing. One fall and it's back to the start.



SOUNDS → Each level in the game has a music track to suit the environment, but the tunes are generally drowned out by the sound effects.

Danger! Wild animals!

Each location in The Wild Thornberrys comes complete with its own tricky animals to avoid, but some are much worse than others.

On the dusty African plains you'll have to strap on your running shoes as an unfriendly rhino tries charging you down.

Thankfully, you'll also meet some sympathetic creatures on your travels who are more than willing to lend Eliza and her pals a helping hand or paw.

One of the most considerate beasts of all is a cute kangaroo in the Australian Outback level who offers Donnie a lift. Cheers, fella!



▲ There's no time to waste! Get your skates on and grab those munchies before the rhino smashes you in the butt with his sharp horn. That's gotta hurt!



▲ The flying squirrels are great as they help you reach extra goodies above the treeline.



▲ There's only one way across this river. Jump on the croc's head, but don't wait around 'cos it'll bite!



▲ You'll be safe in the pouch of this kangaroo from the threat posed by the wild dingoes.

GAME LENGTH → Make sure you've got a spare Game Boy Advance to hand as this game is infuriating. With no restart points, your portable pal may get smashed before long!

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GAME SCORE

Unless you go mental at the sight of these Saturday morning toon stars, there's no need go anywhere near this game. Gut wrenching graphics and hideous unoriginality create a dire GBA package.

57%

Chessmaster

By Ubi Soft Price £29.99 Release 29 March
Two player - two cart ✗ Two player - one cart ✗

Don't go expecting any k-k-krazy characters or a lovingly detailed chessboard 'cos you'll be sorely disappointed.

Chessmaster may be on the GBA, but the little console's graphical powers are only pushed as hard as a zimmer frame.

What you do get is the chance to play either the computer or a human opponent, with the option to adjust the level of difficulty.

There's also a chess tutor that will rate your skills, along with a run down of some of the world's best ever chess games and the chance for you to play them from the comfort of your GB Advance. A great package for chess lovers.



▲ It may not look too exciting, but this title will appeal to fans of the classic game.

GAME SCORE 70%

Virtual Kasparov

By Virgin Interactive Price £29.99 Release Out Now
Two player - two cart ✗ Two player - one cart ✗

Virtual Kasparov is a little different to most chess games on the market because it comes complete with a story line.

You can play as one of over 20 characters and challenge your way to chess nirvana, taking you through 62 brain melting matches.

The interface is easier to use than the one adopted by Chessmaster and the 50 tutorials included in the package are explained in a much more simple style.

Other than that it's still chess on your GBA, which is something you'll love or hate.



▲ Kasparov is better than Chessmaster.

GAME SCORE 72%

Penny Racers

By Xicat Price £34.99 Release Out Now
Four player - one cart ✗ Four player - four cart ✗

It's another Game Boy Advance racing title, but this time you get the chance to take control of 50 different vehicles from the cool Penny Racers back catalogue of toy cars.

All the vehicles in Penny Racers are customisable, with 130 parts on hand to turn your run of the mill motor into a pocket rocket.

The game offers 40 different courses and a four player link up mode.

In terms of gameplay this title isn't too hot, with chugging graphics, barriers you can drive through and some suspect handling.



▲ The game has loads of cars to drive, but you'd have more fun playing with a wet sock.

GAME SCORE 60%



Game Info

By: Ubi Soft
Price: £24.99
Release: Out now

GAME BOY COLOR
GAME BOY



WE SAID → "Rayman games always look good and are great fun to play, so we don't expect this latest GB Color quest to be any different."

Rayman 2 Forever

The French, limbless wonder returns to Nintendo's Game Boy Color to try and save the world once more from the wrath of Razorbeard the pirate.

Save the world

Robotic pirates from the farthest reaches of space have invaded Rayman's colourful world, intent on enslaving the peaceful people who live there. Even our legless hero has been captured.

Razorbeard, the hideous leader of the pirates, has ordered that all the planet's inhabitants be locked away in dingy cells. However, the intergalactic villain makes the mistake of throwing Globox into the same cell as Rayman.

Globox has a Silver Lum for Rayman, given to him by the famous fairy Ly. This Silver Lum allows Rayman to punch, helping him escape from his cell.

Now Rayman has to try and defeat Razorbeard and find the 800 Lumz of energy which form the heart of his bizarre world.



▲ Pirates have invaded Rayman's world and they're intent on destroying everything.



▲ Razorbeard is the leader of the invasion. He's stolen the heart of Rayman's world and broken it into 800 tiny pieces.



▲ Luckily for Rayman, Razorbeard throws Globox into the same cell. Globox has a silver Lum which allows our hero to punch.

Moving and shaking

If you're familiar with other Rayman games then you'll know what to expect here. But if you're new to these titles, let us enlighten you.

Rayman is an odd little creature who has no arms or legs, but he still manages to be incredibly good at swinging from ledge to ledge.

He's also pretty handy with his fists. Pushing the **B** button will unleash a short, sharp punch, while holding **B** down will make Rayman perform a devastating long range attack.

Rayman's fists are also good for flicking switches and grabbing onto ledges, allowing him to move quickly around this magical world.



▲ Controlling Rayman is easy. Pressing **A** makes him jump, but holding it down makes his hair spin like a helicopter.



▲ Pressing the **B** button unleashes Rayman's punch. Holding it down for longer allows his fists to fly further.



▲ To get across these chasms you'll need to stick your fist in an enemy's gob!

LOOKS → Imagine a slightly less detailed version of the GB Advance game and you're pretty close.

Look out below

When playing Rayman 2 Forever you'll soon notice that this is a very challenging adventure. You'll have to be careful how you go.

Rather than blasting through the levels as fast as you can, you'll have to make sure that your path is clear or it could be curtains for our hero.



▲ Like in all Rayman games, it's important that you keep an eye on the road ahead at all times. There are many sneaky traps which can catch you off guard.

Your route to the end of each level is not always clear, so you'll have to investigate every nook and cranny and decide which way to go.

Also be on the lookout for enemies who appear from time to time and keep your eyes peeled for the switches that turn off the electric barriers.



▲ Ropes are everywhere. They're a good place to plan your next move.

SOUNDS → The music's nothing to write home about, but it's not rubbish. It does a decent job of complementing the action.

Get a head

If you're going to complete Rayman 2 Forever then you'll need lots of patience, silky skills and a bucket of extra lives.

You'll get the opportunity to grab one or two extra lives by completing the bonus levels that appear throughout the game.

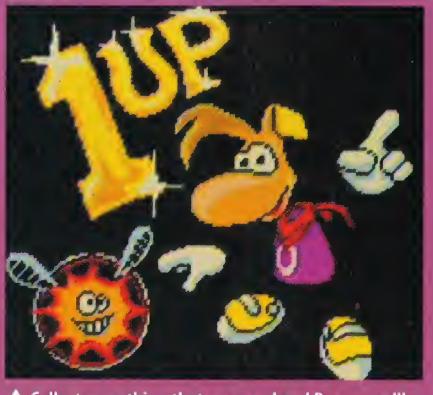
As you wander through the weird and wonderful levels, look out for the red orbs as they'll transport you to the bonus stages.

Race around the bonus levels collecting ten silver Lumz and you'll be rewarded with an extra life, essential for tackling the later levels.

► Look out for these red orbs throughout the levels as they're portals to the bonus stages.



▲ Once inside a bonus level, try to collect ten of these silver Lumz in the required amount of time.



▲ Collect everything that you need and Rayman will be rewarded with an extra life. That should make defeating Razorbeard a lot easier.



GAME LENGTH → Rayman 2 Forever is quite tough to complete, so this quest will keep you busy for a few weeks.

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OFFICIAL MAGAZINE
GAME SCORE**

Rayman 2 Forever looks great and plays well, and if you're looking for a new platformer it could have everything you need. However, the game is generic and there's nothing new which adds lasting appeal.

82%

Pokémon Mini

Game Info

By: Nintendo
Type: Handheld
Release: Out Now



If you thought the GB Advance was pocket sized, Nintendo's smallest console ever will fit in your fist!



WE SAID "Just when you thought it was going quiet on the Pokémon front, up pops Nintendo with a new monster console."

Dinky toy



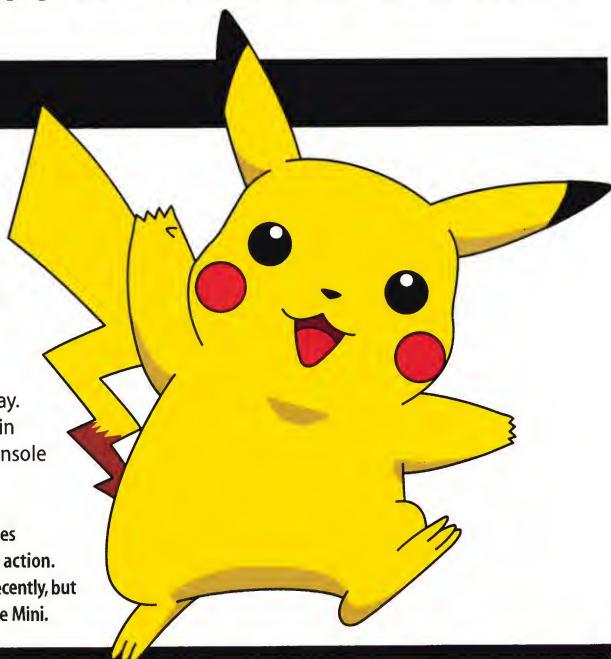
It's been a while since the last portable adventure starring the colourful Pokémon crew, but they're bouncing back in true Nintendo style.

The Big N's latest console, the Pokémon Mini, is perfect for all you Pokémaniacs out there who crave more crazy creature fun.

But don't think that this is just another Digimon or Tamagotchi clone as the Mini uses tiny cartridges you can plug in and play.

And with cool features including a built in Rumble Pak and an infra red sensor, this console is small but beautifully formed.

- ◀ The Pokémon Mini is one of the smallest games consoles ever made and it's devoted to Pokémon action.
- ▶ Things have been quiet on the Pokémon front recently, but Pika and his pals are soon going to blast back on the Mini.



The mini machine

The Pokémon Mini is a fab piece of kit and when you hear what it can do for its size you'll be amazed.

The machine itself is approximately the same size as a classic Game Boy cartridge, and three different coloured versions of the console will be available from launch.

In keeping with the whole Pokémon theme the console colours are based on key characters, including Smoochum Purple, Wooper Blue and Chikorita Green.

Even better news is that the Pokémon Mini can run for over 60 hours with just a single AAA battery.

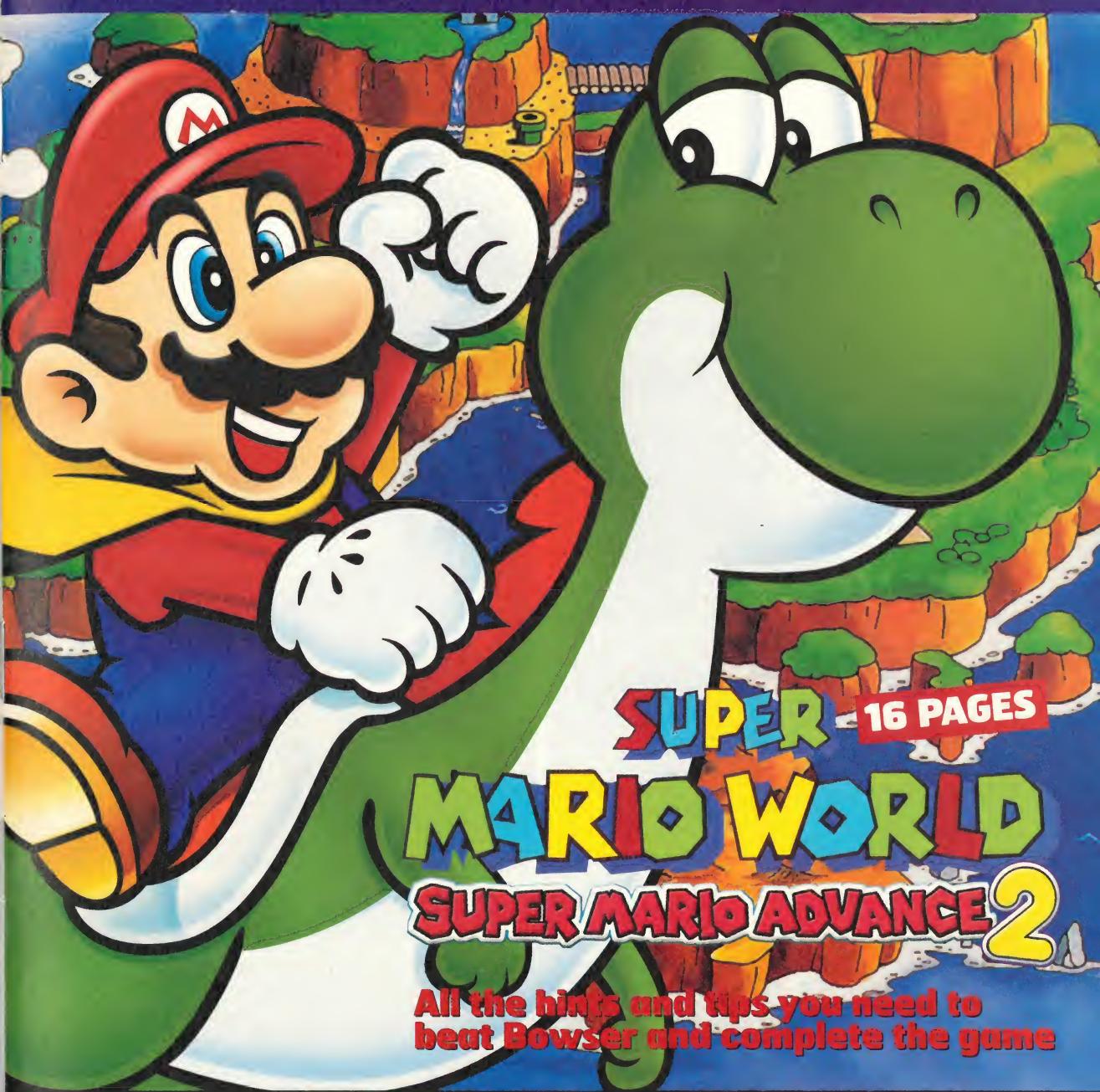


- ▲ The colourful Pokémon Minis are all based on key characters, including the adorable Wooper.
- ◀ Many carts will be released for the Pokémon Mini, each one packed with monster action.

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- ✓ Every world busted
- ✓ Secret levels revealed
- ✓ Bosses bashed
- ✓ Mario and Luigi sussed
- ✓ Yoshi found
- ✓ Princess Peach saved



SUPER MARIO WORLD SUPER MARIO ADVANCE 2

16 PAGES

All the hints and tips you need to beat Bowser and complete the game

Special collectors'
edition mini mag



Super Mario Advance 2



You're about to start one of Mario's biggest and best adventures. This guide will help you crack the tricky levels and uncover all the secrets.

Contents

Mario masterclass...

- ✓ Every level tipped
- ✓ Secret exits exposed
- ✓ Special World unlocked
- ✓ Star Road completed
- ✓ Bowser beaten

More Mario

- Issue 112 News
- Issue 114 Big Game
- Issue 115 Review

WE SAID → "It may be a portable version of the Super NES classic, but this game is still one of the greatest platform adventures of all time."

The way forward

When you first start playing Super Mario Advance 2 you may think that the worlds seem totally linear, with just a single Giant Gate to find. However, most stages in this quest feature more than one exit.

Hidden all over the world map are colourful secret levels which the Mario Brothers can only explore if they discover special exits from the normal stages.



▲ If a level has a secret exit you should look for a key and a small black keyhole. Most are well hidden so you'll have to search everywhere.



▲ Stages on the map screen marked by yellow dots have one exit, but levels indicated by red dots have secret doors.



▲ Secret exits send you down new routes to hidden levels and Star Road. This is also how you'll find the Red, Blue and Green Switch Palaces.

Mario or Luigi?

One of the most significant changes to the old Super NES version is the option to play as lanky Luigi.

Luigi was previously only available in the two player mode, but now you can choose to tackle the solo adventure as Mario's little brother.

Here's a profile of Mario and Luigi's individual platforming skills.



Mario



▲ As always, Mario is a good all rounder. He performs well in all situations, so he's a safe choice for beginners when tackling the early stages of this huge adventure.



▲ Compared to his lanky brother, Mario is much quicker. His high speed is great for dodging packs of enemies and for running under Thwomps before they crush him.

Luigi



▲ Luigi's special feature is his ability to jump really high. With a single leap he can reach higher platforms than his portly brother, and he also falls much slower than Mazza.



▲ However, Luigi has less grip. His tendency to skid makes him harder to control and he's also a much slower runner. Luigi's much better suited to the climbing levels.

Not just a plumber

Mario and Luigi have over 90 dangerous levels to get through, so the daring duo have to give this quest everything they've got.



▲ Your hero starts small but, if he collects a Super Mushroom, he'll double in size. Now you can smash blocks with a dazzling Spin Jump!



▲ The Spin Jump is used to bounce off objects that would normally hurt Mario and Luigi. The Spin Jump can also kill shelled Koopas with one hit.

There are items to find in each and every level of the game which give the Italian stallions special powers. Check out these mad skills...



▲ Collect a Fire Flower and you'll become Fire Mario or Luigi. In this form, your hero can shoot fireballs to take out enemies from a long range.



▲ If your hero grabs a Cape Feather, he'll gain the ability to fly! You can also dive to kill enemies who are prowling on the ground.

Yoshi's Island

Mario and Luigi's mammoth adventure begins in the colourful home world of Yoshi, the cute dinosaur with the huge nose who has featured in most of Mario's classic adventures. Bowser's troops are up to no good and you've got to stop them menacing the locals.

This early level is a great introduction to the game, allowing you to learn how to use the Mario Brothers' silky skills and sizzling special powers.

Yoshi's Island 1



▲ This is a nice and easy level to get you started! Spin Jump to smash the two blocks above the blue pipe shown in the shot above to reveal a secret area. Make sure you avoid the giant bullets which pass by occasionally.



▲ Completing Yoshi's Island 1 will take you to the Yellow Switch Palace. Hitting the huge button here makes all the yellow Exclamation Mark Blocks appear in future levels, so make sure you complete this essential task.

Yoshi's Island 2



▲ When you reach the very start of this level, pick up the shell and throw it to kill all the Koopas for an extra life. You'll also get your first Yoshi in this stage, so look after the 'lil fella!



▲ If you tragically lose your first Yoshi, don't worry... there's another one a little further ahead! If you still have the first Yoshi when you hatch the second Egg it'll release an extra life.

Iggy's Castle



▲ In the first area of Iggy's Castle, grab the fence and climb down on top of the Koopas' heads to kill them. Don't touch the floor and you'll start getting extra lives for each Koopa.



▲ The next area constantly scrolls to the right and features huge wooden posts which stomp down to crush you. Keep to the very left of the screen and you'll be safe. Enter the boss door.

Yoshi's Island 3



▲ This dangerous level features lots of moving platforms, so you'll have to brush up on your jumping skills if you want to survive. Use the floating yellow bricks to help you cross safely.



▲ After successfully crossing the first two thin white platforms, drop down and enter the yellow pipe. This will bring you out further along the level, skipping some of the tougher jumps.

Yoshi's Island 4



▲ With a watery grave below you and spiked balls floating everywhere you look, one false move could prove fatal in this fearsome stage. The platforms in the water sink slowly when you stand on them, so move along swiftly.



▲ When one of your heroes is riding Yoshi they can land on top of a spiked ball without taking any damage. However, poor old Yoshi will still be injured if one of these dangerous spheres hits him on the side. Don't let this happen!



▲ The battle with Iggy is staged on a small platform which tilts left and right. Iggy also has a fireball attack, so be ready to jump when he ducks inside his shell to prepare a missile.



▲ When you stomp on Iggy's head he'll tumble in the direction the floor is tilted. Wait for the right moment then hit him into the lava. It's not hard, but your timing must be spot on.

Donut Plains

The next stage in this epic platform quest takes the Mario Brothers to Donut Plains. This colourful stage is a gateway to many secret levels, giving you a fantastic choice of routes into Bowser's Castle. You can also find the Green Switch Palace here.

The enemies are getting much cleverer now, so you'll need to concentrate hard or else you might make a silly error and lose valuable lives.

Donut Plains 1



▲ Unfortunately, you'll be attacked by flying Super Koopas throughout this entire level, making it difficult to reach the Giant Gate in one piece. Remember to stomp on the flashing Koopas and you'll earn yourself a Cape Feather.



▲ About half way through the Donut Plains 1 stage you'll spot a purple pipe above you. Jump into this pipe and you'll be transported to a bonus area where it's your aim to hit blocks in the correct order to win extra lives.

Donut Plains 1 Secret Exit



▲ Just after a tall pipe you'll see a series of green Dotted Line Blocks which are stacked upwards. The key you need is at the top of these outlined boxes on a small yellow platform.



▲ When you finally activate the Green Switch Palace these Dotted Line Blocks solidify, allowing you to run up them. Alternatively, you can just use a Cape Feather and fly up there.

Donut Plains 2



▲ The screen will automatically scroll to the right throughout this entire level. There are also yellow platforms that move up and down, crushing you brutally if you make a wrong move.



▲ When playing this level always hang back until you're positive that you won't get squashed when you move forwards. Don't kick shells in these confined areas as they're lethal.

Finding the Green Switch Palace



▲ When you're working your way across the Donut Plains 2 stage, enter the second green pipe you see on the ceiling. When you're inside, Spin Jump the yellow bricks, grab the shell and hit the highest Rotating Block above you.



▲ Climb the other yellow blocks you see and then scramble up the vine. Grab the key and enter the keyhole to finish the level. Now you've taken your first steps on route to the Green Switch Palace.

Donut Plains Ghost House



▲ Quickly run right and through the door you see. Once inside, go right again and enter another portal. Now jump up the stairs you spot and into the door to your right again.



▲ Hit the yellow block above you, climb the vine and then exit the level. The secret exit is at the start of the stage. You must fly left through the ceiling and then run to the right.

Donut Plains 3



▲ This level has lots of dangerous moving platforms to negotiate. You must take your time to ensure that you don't slip off one and fall to your doom. Having a Cape Feather will help.



▲ Fly over the second Message Block to find a cloud platform and a stash of coins, including a valuable Dragon Coin. The first yellow pipe you see leads to a cheeky bonus room.

Donut Plains 4

▲ This level is pretty easy, but the toughest part is having to deal with the annoying Hammer Brother enemies. Simply hit their platforms from underneath to kill them.



▲ Go down the purple pipe which you see just before the giant green cylinder leaning to the right. Collect the coins inside then exit and jump into the air over the Hammer Brother.

Donut Plains Secret 1

▲ This underwater level is patrolled by fish which hurt Mario on contact. You can kill them with fireballs or a well timed spin from your Cape.



▲ Enter first pipe you see, grab Power Balloon and float to the left. Grab another Balloon and float right for Dragon Coins. Exit and continue right.

Donut Plains Secret 1 Secret Exit

▲ About half way through this level you'll see a Switch Block. Press this button and a bunch of coins will appear, urging you to swim to the right. Hurry!



▲ Just ahead you'll see a line of coins over a gap. Collect some before they turn back into blocks. Hit the Prize Block and take the key to the keyhole.

Secret Donut Plains House

▲ Quickly run to the right and enter the doorway you see up ahead. Go left, through the circle of ghostly Boos, and hit the Switch Block. Hitting this button will make two blue exit doors magically appear.



▲ One exit is found to the right of the yellow blocks. However, the secret exit is on the roof. To get there hit the upper middle yellow block as this causes a mighty vine to grow. Once you've entered the secret exit, throw Grab Blocks at the ghostly Boo mini boss. This will destroy the fiend in no time.

Donut Plains Secret 2

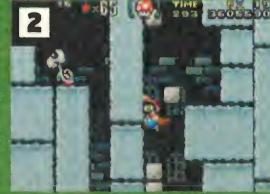
▲ Hit first block with shell, use D-Pad to direct coins away from walls (this causes them to appear continuously). Use Jumping Board to hit block with vine inside.



▲ Climb the vine and grab the Super Star. Run right killing enemies, then go into the pipe for more coins. Exit, then continue right to the Giant Gate.

Morton's Castle

▲ If you're playing as Caped Mario or Luigi, fly up and to the left at the start of the castle for a bonus room and to skip to the Midway Gate. If not you can go right past the spiked balls.



▲ After passing the Midway Gate you must use a series of sliding platforms to ascend the cave. Climb quickly in area above the Jumping Board or you'll be crushed to death.



▲ It's time to face boss Morton, but he's very easy to defeat. All you have to do is jump on his head. If you miss him he'll run up the side of the wall and along the ceiling above you.



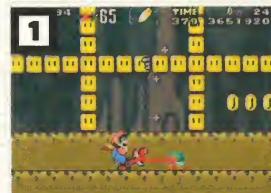
▲ Morton can't be hurt when he's on the wall, so dodge his stomp attack then jump on his head again when he hits the floor. If you smack him quickly he won't get the chance to move.

Vanilla Dome

Vanilla Dome, the next stage in your epic adventure, was actually made by hollowing out the inside of a huge mountain. The sinister cave levels in this world are where things start to get tough, so make sure Mario and Luigi have their wits about them.

The game gets much harder later on so use Vanilla Dome as a practice ground. Any skills you learn now will come in useful later in the quest.

Vanilla Dome 1



▲ The area with the maze of yellow blocks is best tackled using Yoshi or a hero wearing their powerful Cape. Eat or Spin Jump the enemies as you walk along the very bottom level.

▲ In the next area, collect the Super Star and sprint right along the sinking yellow platform before you touch the lava below. Hit all the enemies you come across for an extra life.

Finding the Red Switch Palace



▲ After dropping into the second area of deep water, go up through the second opening and head to your left. Pick up the Switch Block and take it to the wall on your left hand side.

▲ Press the Switch Block and drop down the second gap you see to the left (the area was previously closed off). Down here you'll find the key and keyhole under the water.

Vanilla Dome 1 Secret Exit



▲ As you pass the area with loads of yellow bricks, you'll see a series of red Dotted Line Blocks. The yellow block above you has a vine hidden inside which leads directly to the key.

▲ When you complete the Red Switch Palace, you'll be able to jump up to the key using the solid red bricks. Otherwise, do a super jump off Yoshi to hit the block and climb up.

Vanilla Dome Ghost House



▲ Head right as you enter and go through the first door you come across. It's tough to avoid the green blobs in the next area, so don't try to rush straight through or you'll be hit.

▲ Continue right until you see a Switch Block. Pick up the Switch Block and carry it as far right as you can. Collect coins then press Switch Block to reveal a blue door which leads to Giant Gate.

Vanilla Dome 2



▲ This wet underwater stage is swarming with hostile fish, so try to tackle it with Fire Mario or Luigi. Also try to keep a second Fire Flower in reserve in case you get into trouble. The fish don't stand a chance against fireballs.



Vanilla Dome 3



▲ In this level you have to ride skull platforms across huge lakes of lava. Look out for monsters who pounce from their fiery hideouts below.

▲ Use Caped Mario and fly left from the two orange pipes for a 3-Up Moon. Then fly right to pipe which leads to bonus area. Exit, get Yoshi from Prize Block.

Vanilla Dome 4



▲ This is one of the hardest levels so far as Bullet Bills litter the screen from the moment you begin. You'll have to think fast to avoid every shot.

▲ There are no secrets in this stage as it's all about survival. The trick is to keep moving at all times and use Caped Mario to fly whenever possible.

Vanilla Dome Secret 1



▲ The idea of this level is to get to the top, but this is easier said than done! First, climb up and to the left using the thin springy platforms.

▲ Now jump to the pipe on the right and climb the vines. Use a shell to get rid of the flying Koopas and spring through gap. Now climb left to exit.

Vanilla Dome Secret 1 Secret Exit

▲ You'll need to be playing as Caped Mario or Luigi to find this hidden exit. If you aren't, reaching this secret door is impossible. After climbing the second vine, use the space to your left to run and pick up speed. Then fly to your left.



▲ You'll discover a small green pipe just off the edge of the screen, in the very top left corner of the cave system. Enter this small green pipe and run to the right in the next area. Once you do this you'll discover a second exit.

Vanilla Dome Secret 2

▲ The start of this colourful level is jam packed with jumping Koopas who'll cause you no end of trouble. Don't bother trying to battle these springing fiends because you're likely to take a beating. Just fly over them instead.

Vanilla Dome Secret 3

▲ This is a tough level if you aren't using Caped Mario or Luigi. The jumping Dolphins are hard to use as platforms to cross the water.



▲ There's also a spiked fish in the water that'll follow Mario and kill him if he falls in. The best way to get to the Giant Gate is to fly.



▲ Take the Switch Block from the yellow brick above the spiky shells back to the jumping Koopas. Pressing the Switch Block in this location turns the Koopas into coins, each of which is worth three lives! Now that's what we call a bonus.

Vanilla Dome Fortress

▲ The hazards you face in this level require top swimming skills to avoid. In tight situations, it's much safer to stand on the central block around which the spiked balls swing.



▲ Go right in the second area to find a door which leads to a boss battle. Defeat these guardians by hitting the dinos' platforms from underneath. Hurry before the floor vanishes!

Lemmy's Castle

▲ Kamek the evil magician haunts Lemmy's Castle, making things a lot harder. When Kamek appears, either keep your distance to evade his attacks or quickly stomp on his head.



▲ Hit the Switch Block that you see in front of you and rush to the right to enter a high door using the temporary blocks. This door will allow you to skip quickly to the Midway Gate.



▲ Continue right to boss door without getting dipped in the lava. Be careful inside as Lemmy will pop out of one of these pipes, along with two wooden puppets who can also hurt your hero.



▲ When Lemmy pops up the cheeky rascal will pull a funny face which looks more like one of his wooden puppets. Jump on the real Lemmy three times to win the battle.

Bridge

As the name suggests, this dazzling world sees Mario and Luigi crossing a long bridge which connects Vanilla Dome and Cookie Mountain. This level will require all your platforming skills, so try to get some extra practice in beforehand.

Bridge 1



▲ This level scrolls continuously to the right so you'll have to keep up with the moving screen without slipping off the small platforms. Use Caped Mario to judge tough landings.



▲ You'll come across pairs of platforms where, as one sinks under your weight, the other rises. Jump continuously on a sinking platform to stop it from dropping too far.

Bridge 2



▲ In this level you'll be attacked by Super Koopas, only this time they mean business as they swoop down at you in huge swarms of fury!



▲ At the beginning of the stage a flashing Super Koopa appears. Stomp him for a Cape Feather and use it to fly up and over the entire level.

Cheese Bridge



▲ The moving platforms and blades make this level tough. Sometimes it's better to leave behind coins and other items in the interests of safety.



▲ If you want to take the easy way out you can fly straight to the Giant Gate. But if you want to do it properly, Caped Mario's floating abilities will help.

Cheese Bridge Secret Exit



▲ Enter this awesome level as Caped Mario or Luigi and fly off to the right from the first platform. Soar just off the top of the screen until you're near the Giant Gate.



▲ Just after you see the small green platform before the Giant Gate, swoop down under the Gate and through a second finishing post further on. It's a tough challenge, so just keep trying.

Soda Lake



▲ Soda Lake has swarms of killer fish to avoid, but that's not all Mario and Luigi have to worry about. There are also loads of turrets dotted around the stage which shoot deadly torpedoes at your hero if he strays too close. Just keep your eyes peeled at all times and take evasive action when necessary.



▲ As usual, Fire Mario or Luigi will help take care of the ferocious fish in the blink of an eye. However, we strongly recommend using a Yoshi for this stage because standing on the torpedoes doesn't hurt our dinosaur pal.

Cookie Mountain



▲ There are two tricky enemies to watch out for on Cookie Mountain. Monty Moles spring out of the ground as you explore this level, so keep your eyes open for the telltale mud mounds.



▲ There are also Sumo Brothers in this level who stomp the floor, creating bursts of fire. Wait for the flames to die before rushing past. Once again you can cheat and fly to the end!

Ludwig's Castle



▲ The first corridor you come across is lined with spinning spiked balls. Remember that you're safe when standing close to their central axis, on the block. Go right through the door.



▲ In the next area the spiked roof is slowly falling. Hit the switch to make it rise again and run left to safety. Next, go right to discover the Midway Gate and then go upwards.



▲ At the top you'll find the boss door. To beat the fearsome Ludwig you must jump on his head. Get close enough by jumping over his fireballs and slam him when you get near.



▲ When Ludwig retreats into his shell, try to keep him away from the edge of the battle arena. If you don't he'll jump off the edge of the screen and attack you from nowhere.

Forest of Illusion

The next stop on your amazing journey is the spooky Forest of Illusion. This stage can be incredibly tricky, especially for Mario newcomers as you need to search for a myriad of secret exits to find your way out. The designers of this game are devious!

You'll probably spend a long time in this location, but don't get despondent. It took the NOM experts ages to crack this tough level, too!

Forest of Illusion 1



▲ Be careful of the Wigglers you meet in this level. When you stomp them they don't die. Instead, they turn red and run towards you, faster than before. Use Yoshi to eat them.



▲ Take the Jumping Board which you find to the right to grab the Dragon Coin near the Jump Blocks. Ahead, get a Super Star and run into your enemies for extra lives.

Forest of Illusion 2



▲ This level's crawling with spiky Urchins which are easy to avoid if you take things slow and easy. Mario's harder to control when holding those Grab Blocks, so leave them alone.



▲ However, the purple Grab Blocks can be handy for getting rid of those annoying Urchins. Follow the path to the right, avoiding the deadly fish until you reach the Giant Gate.

Forest of Illusion 1 Secret Exit



▲ Just after the area packed with enemies who burst out of yellow blocks, you'll find a Prize Block which gives you a Power Balloon. Grab this awesome item quickly!



▲ Now use Mario's floating abilities to drift left to the key and keyhole on a narrow platform beneath the logs. You must wait for your hero to deflate before you can grab the key.

Finding the Blue Switch Palace



▲ In the Forest of Illusion 2 stage, just after the Midway Gate, you'll see a yellow block and a sleeping Rip Van Fish to your left. Simply go left and walk through the wall.



▲ The fish will wake up when you get close and chase you. Avoid him and grab the key to use in the keyhole just ahead. Well done! The Blue Switch Palace is now yours.

Forest of Illusion 3



▲ When exploring this stage you'll see loads of pretty bubbles which only burst if you touch them or if they accidentally hit a block. Some of these bubbles contain Super Mushrooms, so try and grab them when they appear.

Forest of Illusion 3 Secret Exit



▲ Run through the level until you see a Chargin' Chuck near the end who splits into three. Climb upwards, onto the tall green pipe beside the Chargin' Chucks, and squeeze down it. Mario's so fat he's lucky he doesn't get stuck!



▲ You'll get a Yoshi early in this level and we recommend you look after him! With all those baddies around you'll need his deadly tongue for protection. You can still complete the level as Mario or Luigi, but it's much, much harder.



▲ You'll appear in a tiny secret room with a key and a keyhole hidden inside yellow blocks. Make your hero do a Spin Jump to smash these yellow blocks and the secret exit will be yours. Now we're motoring, NOMsters!

Forest of Illusion 4

▲ Lakitu is always hovering around in his cloud in this tough level, but he won't throw spikes unless you either collect a Super Mushroom or you kill him. We recommend wasting the annoying little blighter!



▲ If Lakitu attacks, Yoshi is a great protector as he can't be hurt if he lands on the spikes. He can even eat them, too! You can ride Lakitu's white cloud if you knock him off with a shell, so be careful with your aim.

Forest of Illusion 4 Secret Exit

▲ Just after the Midway Gate you'll come across a purple pipe in mid air with a cheeky Lakitu hiding inside. There's a secret area in this pipe, but the problem is getting up there.



▲ You can ride Lakitu's white cloud to reach the elusive pipe, do a super jump from Yoshi's back or even take a run up from the Midway Gate and leap off the yellow pipe to the left.

Forest of Illusion Fortress

▲ In the first area of the Forest of Illusion Fortress, crouch down in any of the available pits to avoid the giant wooden pillars which come crashing down. Try to stay on the left of the screen at all other times to avoid the sharp blades.

Forest of Illusion secret area

▲ Surprisingly, this is quite a simple level. Just jump on the flying platforms and avoid the Koopas who you pass. Soon you'll reach the Giant Gate.



▲ If you're playing as small Mario, don't risk grabbing the coins in dangerous areas. You'll have to change platforms to get certain items.



▲ The sharp, flashing blades in the next area don't follow a set path so be careful to stay out of their way. For some extra lives go past the first boss door and fly over the lava pit to a hidden area. You'll need all the lives you can get.

Roy's Castle

▲ First you have to use a snake like platform of blocks to cross a pit of lava and a room filled with spikes. Look out for the darker spikes which fall when you get underneath them.



▲ After you pass the Midway Gate, pick up the Switch Block and carry it to the right. Hit it to make the statue with the extra life fall. Go right, avoiding the fireballs, to the boss door.



▲ Boss Koopa Roy is much the same as Morton, only this time the walls are slowly moving together, making the battle arena smaller and smaller as the fight progresses.



▲ Just like before, Roy won't be a problem if you time your jumps so that you hit him before he moves. He'll be dead before he can attack if you're quick on the GBA's buttons!

Chocolate Island

There's still a long way to go in this incredible quest and Chocolate Island is your next port of call. This delicious world is home to the Dino Rhinos and Mini Rhinos, crafty critters who can cause your heroes no end of problems... so be prepared!

It's a good idea to find a Yoshi and hold onto him for as long as you can. Mario and Luigi are fine, but Yoshi's powers always come in handy.

Chocolate Island 1



▲ This is a fast and furious level with loads of nippy Mini Rhinos running and jumping around you. Be sure to grab the Super Mushroom which jumps out from a bush at the start.



▲ When you see a small pipe next to a larger, leaning cylinder, go down the small pipe and you'll be shot forward. Hold both the A and B buttons to be fired further.

Chocolate Island Ghost House



▲ Quickly sprint to the right, avoiding the vicious Eeries who charge towards you and the Lakitu carrying blue fire. In the next area the grey blocks are actually Boos in disguise so be sure to tackle them with extreme care.



▲ Your next challenge is to get to the exit door and to do this you must lure two disguised Boos to the gap in the roof. Turn to look at them and use the silly spooks as a platform to reach the door and make your escape.

Chocolate Island 2



▲ This first area is crawling with beastly Dino Rhinos so take your time. Climb to the top for a Yoshi before continuing as all the platforms in the next area are tilted.



▲ If your hero is clutching a Cape, it's easier to bounce off the Koopas to the other side. The rest of the level is dead easy after that so just continue right to the Giant Gate.

Chocolate Island 2 Secret Exit



▲ To find the secret exit in this location you have to get through the second area with 250 seconds or more left on the clock. If you do, the third area will be vastly different.



▲ Now just run right, being careful not to be killed by the Rhinos of course, and you'll eventually see a key sitting next to the keyhole. This is easily done when using Caped Mario or Luigi.

Chocolate Island 3



▲ You'll need to have an excellent sense of timing to make it across the deep chasms using the rotating platforms. Don't rush this challenge and use Caped Mario to help out.



▲ Enter the purple pipe you see to reach an area full of coins, then use Mario's considerable weight to spin the platform around. Continue going right to find the Giant Gate.

Chocolate Island 3 Secret Exit



▲ If you finish this dangerous level by exiting through the normal Giant Gate, Mario will just do a magical loop and end up back at the start again. How annoying! You need to find the secret exit to continue your adventure.



▲ When you're on the platform with the vine, use a caped hero or Yoshi to fly to the right. Just ahead you'll find the second Giant Gate which takes you to the next level. These darned exits are getting much harder to find!

Chocolate Island Fortress

▲ We recommend using Caped Mario or Luigi for this stage as it contains many obstacles which you have to jump over. Time your jumps carefully to avoid the wooden spears.



▲ The mini Thwomps are the hardest enemies to avoid in the next area. Wait until they land, then jump over them. Lure larger Thwomps down and dart under when they climb back up.

Chocolate Island 4

▲ The small tilted platforms can be tough to land on without Caped Mario or Luigi. Unlike before, your heroes can stand still on these perilous platforms so there's no need to bounce.



▲ If you've successfully completed all the Switch Palaces you can safely go left of the Midway Gate to find some handy extra lives and a Super Mushroom. Nice one!

Chocolate Island 5

▲ It may be the last level in this world, but it's dead easy. Hit the Switch Block at the start for access to the yellow pipe surrounded by bricks. It leads to a lovely bonus room.



▲ Just after the Midway Gate you'll have to jump on some yellow platforms which shrink away into one block. Time your jumps carefully and always aim for the central block.

Chocolate Island Secret

▲ The Chargin' Chucks who kick footballs at you make this level difficult. Enter the first pipe, then speed right without jumping. You'll come out at the Midway Gate.



▲ Slide down the steep slopes on your butt in the next area. Later you'll need to use Mario's speed to get across the lake of lava before the yellow platforms sink.

Wendy's Castle

▲ Don't rush past the giant spikes. If in doubt, wait for them to spring out before passing. Also, crouch in the pits ahead to avoid the blades.



▲ The horrible orange enemies in the next room are tough, so try to move on as quickly as possible without being crushed.



▲ Wendy is much like Lemmy in Vanilla Dome. Three Wendys pop up but only one is real. Stomp on the correct one three times to win.



▲ There are also two bouncing fireballs in Wendy's room. They're difficult to avoid so only try to hit Wendy when she pops up near you.

Items to find

A Mario game wouldn't be a Mario game without loads of cool items to collect. Make sure to nab all this great stuff on your travels...

Jumping Board

▲ Use these Boards to leap over gaps and walls. Some of them can be moved to other areas.

Prize Block

▲ Hidden inside Prize Blocks are the sorts of items which will make you smile!

Grab Block

▲ Some prizes are high, so grab one of these and throw it to hit the block and release your reward.

Switch Block

▲ Hidden doors are everywhere, many behind blocks. Turn them into coins using this item.

Berry

▲ Make Yoshi swallow this fruit as your hero will get an extra life if he chows down enough.

Yoshi's Wings

▲ Grab Yoshi's Wings and the deadly duo will be able to take to the air and glide over danger.

Valley of Bowser 4

▲ Those dreaded Chargin' Chucks appear again, but this time they dig up balls of mud to throw at your hapless hero. Don't bother killing these inconsiderate fiends. It's a lot easier to just avoid them and run away like a coward.



▲ Whatever you do, don't go down the green pipe ahead. Instead, hit the block to the right and climb the green vine. Keep pressing right on your GBA's D-Pad as you fall down the narrow gap to avoid the lake of lava below.

Valley of Bowser 4 Secret Exit

▲ After you've nimbly climbed up the green vine, hit the block and get Yoshi. Now you have to look after your dinosaur friend until you get to the key that's imprisoned behind some stone blocks.



▲ The only way to get this elusive key is to use Yoshi's long tongue to grab hold of it through the wall. When you have the key in your possession, walk into the keyhole with the key in Yoshi's mouth.

Larry's Castle

▲ You don't have to stay on the moving platform. When you're under the long line of static blocks at the start, jump onto them and wait for the moving platform to catch up with you.



▲ Rejoin the moving platform as it passes. Later, the evil magician Kamek appears. If you have a Cape Feather you won't need to wait for him to clear the yellow blocks.



▲ Your confrontation with Larry is almost identical to the titanic battle you fought against Iggy in the first world. The only difference is that there are three jumping fireballs.



▲ Remember to choose which side of the platform you're going to push him off and stick to it. Don't hit him when the platform is tilted the other way as this will only waste time.

Valley of Bowser Fortress

▲ This is a tough challenge! Wait for the spiked poles to stomp down and move upwards again, then sprint forward very quickly underneath them. This is easier if you have Caped Mario or Luigi and a Cape Feather to spare.



▲ You can use Caped Mario or Luigi's floating abilities to glide carefully across the gaps in the floor as the spiked poles retract into the ceiling above you. This way you won't hit your head and lose one of your valuable lives.

Bowser's Castle

We've finally arrived at the home of the Koopas. If you're entering through the main gates you'll have to complete two of eight tricky castle rooms before you can move on. If you're sneaking in through the side door you'll skip both these rooms completely.

The castle rooms are tougher than most of the hazards you've faced so far and you should take them slow and easy. You've come a long way to save the princess and it would be silly if Mario and Luigi lost all their valuable lives at this late stage.



Room 1



▲ This dangerous room will be much easier if you completed all the Switch Palaces. Run forward quickly near the end to avoid the last falling wooden post and exit the area.

Room 2



▲ We think this is the easiest room. Jump on the fence, stay low and you won't be threatened by any of the roaming nasties. Always stay on the front side of the fence.

Room 3



▲ This room can be very frustrating. It's a twisted maze in which vicious Mecha Koopas are hiding. The direct route is right, up, left, up, continue right and down three levels to the door.

Room 4



▲ There's nothing too tough in this challenge room. Use Caped Mario or Luigi to float from platform to platform. Ignore the moving background as it has no effect on your hero's actions.

Room 5



▲ This is the easiest room in the second hall. Just run right under the spiked metal poles as they retreat into the ceiling. You'll need to use Mario for this as he's faster than Luigi.

Room 6



▲ This underwater room is the toughest of all, but an awesome Super Mushroom is there to help out. There's no easy way of getting through this fearsome challenge, so just keep practising.

Room 7



▲ In this room you'll have to dodge fireballs and avoid jumping stone statues. These stony monsters can't be killed, so either jump over them or run underneath the fiends to reach the door.

Room 8



▲ This is a room full of hyperactive Charge Chucks. It's quite tricky but you can get a Cape Feather to help you get through quickly. You should be used to defeating Charge Chucks by now.

Final Corridor



▲ No matter what route you take, you'll end up here. Hit the switch to turn on the light, then go right. Look out for the small black, star like enemies which are hard to see.

Bowser



▲ Bowser will hover before dropping two Mecha Koopas. Throw them into the air from the edge of the screen to hit Bowser on the head.



▲ After throwing fireballs he'll hover above you. Stand on the edge again and jump over the cannonballs. Hit him again with the Mecha Koopas.



▲ After more fireballs he'll begin to pound the floor. Run under him and use the Mecha Koopas to hit his head. Two hits and he's finished. Yay!

Star Road

If you find secret exits during your amazing adventure, some of them will give you access to strange, star shaped warp pads that lead to this secret location. Here are the hidden exits for all the Star Road levels...

Star Road 1



▲ Go all the way to the right and Spin Jump to smash a path downwards. You'll stop on a platform with the key and keyhole next to you. This isn't too hard to do.

Star Road 2



▲ Just head right past all the feathered fish. When you get to the horizontal green pipe, swim underneath it to a small hidden area where you'll find the secret exit you desire.

Star Road 3



▲ Hit the Switch Block to make Lakitu's spikes turn into coins. Pick up a Grab Block and throw it at him. Now ride his white cloud upwards to the key and keyhole.

Star Road 4



▲ The secret exit is under the platform with the orange pipe. If you've already done the Green and Red Switch Palaces, drop down. If not, fly there with a purple Yoshi.

Star Road 5



▲ Start the level with Caped Mario or Luigi. Fly right until you see a large platform. If you've done all the Switch Palaces it's easy. If not, you'll need to use a blue Yoshi.

Special World

If you find all the secret exits in Star Road another warp star appears in the middle. Now you have even more levels to tackle and fearsome monsters to challenge. Does this Game Boy Advance adventure never end?

Special Stage 1



▲ Climb up and unleash the green vine hidden inside the far right Prize Block. Clamber upwards and get the Switch Block from the left Prize Block. Carry it up, press it and drop right and into the pipe for extra lives.

Special Stage 2



▲ To complete this stage you must stay in the air by finding the Power Balloons in the Prize Blocks. If you get hit you'll die, so watch out for the fire spitting flowers. They're nasty!

Special Stage 3



▲ For the easiest possible path through this level, hit the third and fourth switches and go down the yellow pipe at the end of this rail. You'll get a Yoshi, then some Wings!

Special Stage 6



▲ The trickiest part is the beginning. It's best to wait for the water to go down before tackling the Hammer Brothers. But keep an eye on the time limit.

Special Stage 4



▲ Without help from Yoshi, this is nearly impossible. Carry the Switch Block forward to the highest Prize Block. Use the Switch Block, get the Super Star and run right to the end.

Special Stage 5



▲ This level isn't as tough as some of the others. Use a shell to get Yoshi from the first Prize Block. Get a Super Star from the next block and run for it. This should get you to the Giant Gate.

Special Stage 7



▲ Try to have a Yoshi, Caped Mario and a Cape Feather to spare. You'll have to carry Jumping Boards to get over the tall pipes. It's best to hurry through before you get killed.

Special Stage 8



▲ Without a Yoshi you won't have enough time to complete this level. Each apple he eats will give you an extra 20 seconds. Or you could fly to the end using a Caped hero.

You did it!

It's been a long journey but you've finally finished one of the biggest games on the GB Advance. Time to celebrate with a picnic on Yoshi's Island with the Princess!



Game packed carts

To get you started, each console is bundled with **Pokémon Party Mini**, a cart which features five one player games and two multiplayer titles.

By far the best is Hitmonchan's Boxing where you must shake the console between rumbles to rack up a huge score. Other games include Bellosom's Dance where you must match the Pokémon's moves and jumps.

Other favourites in NOM Towers include Slowking's Judge, where you must guess where a ball is going to land, and Pikachu's Rocket Start where you have to help the yella fella beat other Pokémon from a starting block.

But **Pokémon Party Mini** isn't the only cart that'll be available when the machine launches. Let's take a closer look at some of the others...

Pokémon mini:™



Pokémon Pinball Mini

A whopping 90 Poké packed stages await you in Quest mode, but you'll have to beat each record to progress to the next. **Pokémon Pinball Mini** also has a Time Attack option and ten Score Attack modes.

Pokémon mini:™



Pokémon Puzzle Collection

These monster puzzles are tough cookies to crack! Help the Pokémon find escape routes, solve sliding tile puzzles and so on. **Pokémon Puzzle Collection** is definitely one of the best Nintendo games around.

Pokémon mini:™



Pokémon Zany Cards

There are four games on this cart and all of them, aside from one, are multiplayer. You can select Card Duel for a game of Higher or Lower, try your hand at a Poké form of Patience or even battle Team Rocket!

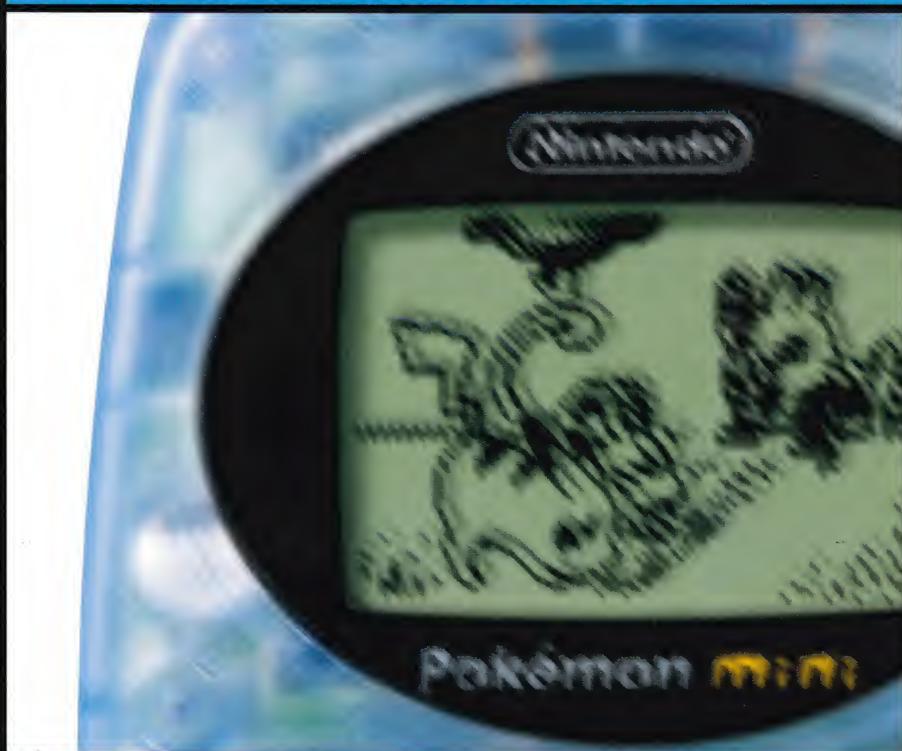
Built in extras

Nintendo's new **Pokémon Mini** console may be incredibly small, but it also comes complete with two dazzling extra features which make the games even more enjoyable.

The first feature is the machine's built in Rumble Pak which adds a fun element to the action, especially in the **Pokémon Pinball** and **Hitmonchan's Boxing** games.

The second is the small infra red sensor at the top of the **Pokémon Mini** which allows up to five monster fans to take part in one game. You don't even need a special link cable!

Pokémon Party Mini includes two multiplayer games which make use of this infra red sensor, namely **Sneasel's Fake Out** and **Battlefield**. And if you like card games, the **Zany Cards** cartridge also features three multiplayer games which you can enjoy with your mates.



**Nintendo®
OFFICIAL MAGAZINE
GAME SCORE**

The games may be black and white, but they're fun all the way. With multiplayer titles on offer and Pokémon spins on some classic genres, the Mini is here to stay.

**Nintendo®
GAMER'S GUIDE
AWESOME**

90%

HAVE A BLAST!

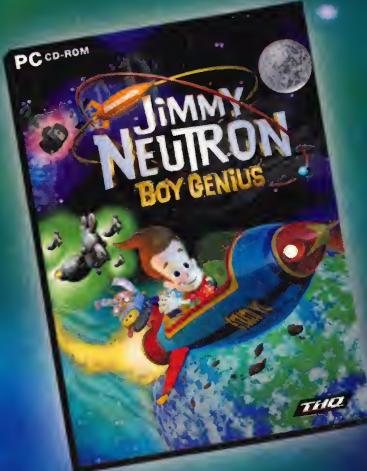
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THE AWESOME COLLECTION

✓ Completely tested by our experts ✓ All the games you must have

Banjo Kazooie

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this an N64 milestone.

Best bit

The last battle with Gruntilda the witch is a fine example of Rare's amazing originality, with a quiz show determining whether you fight or not. Very high pressure, and unfortunately you can't phone a friend in this game!



■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓

Banjo Tooie

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

It's full of huge worlds that offer a non stop procession of crazy characters, ferocious bosses and the sorts of puzzles which make Rare games such a pleasure.

Why it rocks

You can control both Banjo and Kazooie. This is even better looking than the first game, with bigger worlds and camera angles that work much better.

Best bit

Throughout the adventure are mini games that send the fun-o-meter soaring, not least Ordinance Challenge which involves a race against time to defuse a group of troublesome and volatile dynamite sticks.



■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓

Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player Battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality N64 racer, this game is highly recommended.



■ EXPANSION PAK X
■ MEMORY PAK ✓
■ RUMBLE PAK ✓

Conker's Bad Fur Day

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

BFD follows Conker's adventures over an incredible, action packed day. It's the rudest, lewdest and downright funniest game we've ever seen on the Nintendo 64.

Why it rocks

It's not all toilet gags! Conker's BFD is also a brilliantly designed adventure/platformer that magnificently apes films such as Saving Private Ryan and Aliens.

Best bit

The scene that imitates The Matrix is gaming gold. In the film, a bank's lobby is raised to the ground by Neo and Trinity. Conker's BFD features slow motion bullets and the same mix of kung fu acrobatics.



■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓

CONTROL PADS

ROM TESTED

Official N64 Controller

■ Nintendo

■ £19.99

It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.



6T4 Controller

■ Logic 3

■ £17.99

A cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.



Why it rocks

It rewrote the kart racing rule book with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓

Donald Duck

■ PRICE £29.99 ■ PLAYERS 1



The lowdown

Donald comes to life in a title that manages to capture all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.



Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.



Best bit

Finding Merlock and freeing Daisy is just rewards for this tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but you'll be having so much fun you won't mind one bit!

■ GAME SCORE 90%

Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.



Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK game in it!

■ EXPANSION PAK ✓
■ MEMORY PAK X
■ RUMBLE PAK ✓

Duke Nukem Zero Hour

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners which provide light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on. Bleed for me.' Classic!

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

Arcade style motorbike racer with an emphasis on fun and speed. There are indoor, stunt and cross country tracks, with tons of wicked riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict

With hardly any slow down, Excitebike 64 is an awesome four player mash up. You'll feel every bump and grovel. It's great if you like to race a little dirty 'cos trying to knock your opponents off their bikes is a laugh riot.

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



ECW Hardcore Revolution

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Hardcore wrestling from a league that's bloodier and more violent than the WWF. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements such as barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



FIFA 99

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a super classy kick about.

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



G64 Controller

■ Gamester

■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately doesn't play quite as good as it looks. But it's a reasonable controller for your cash.



Hyper Pad Plus

■ Blaze

■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found the buttons a bit sticky.



F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



F1 World Grand Prix II

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from the F1 circuit.

Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and some pretty intense multiplayer thrills.

Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

EXPLANATION PAK
MEMORY PAK
RUMBLE PAK



Trilogy 64

■ Guillemot

■ £19.99

This controller comes with a memory card and a rumble pak thrown in. Value for money doesn't get much better than this.



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play the game, too.

Why it rocks

It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on The Premiership. Every self respecting football fan should play this game. It's a Nintendo 64 classic.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mix of button bashers like the 100m sprint and timing events such as the vault.

Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The blasting action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was from the same stable as Goldeneye 007. Despite this Jet Force Gemini is still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Lylat Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Fox McCloud boldly goes into space in this sequel to Starfox on the Super NES. Ace space blaster with cool ships, weapons and tons of stuff to blow up.

Why it rocks

Fox's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be seen to be believed.

Multiplayer verdict

Not that many different options to choose from, but the Battle mode will leave a very broad smile on your face. The aim is simple – blow your opponents out of the sky, before they do it to you. Super cool!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

RUMBLE PAKS

NOW TESTED

Rumble Pak

■ Nintendo
■ £14.99

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak

■ Joytech
■ £14.99

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play and some very neat touches.

Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes effort, especially on the greens.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

After all these years, we're still playing Mario Kart 64 every day in the NOM offices. We play this game as much as Goldeneye 007 and the original ISS.

Why it rocks

The controls are simple, the courses are varied and the characters are awesome. Mario Kart 64 has everything you need for a fun night in, and then some!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Mario Party 2

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way around far out boards whilst taking part in some crazy mini games.

Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Is there nothing this plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

Why it rocks

It's the little touches such as the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Mario Party 3

■ PRICE £49.99 ■ PLAYERS 1-4



The lowdown

Mario and his Nintendo chums get together once again for a massive party to decide who is the biggest superstar. Whoever wins the Millennium Star will get the title Superstar of the Universe.

Why it rocks

The Mario Party games just keep getting better. This last N64 title combines fantastic looks and sounds with awesome gameplay. There are so many mini games that it could take you years to see them all.

Multiplayer verdict

There's nothing better than getting your mates round for a Mario Party rumble. You'll laugh until the cows come home.

GAME SCORE

92%



Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

A young pretender to the karting crown, starring a certain Mickey Mouse. A fantastic cartoon tour around the good ol' US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK X
MEMORY PAK X
RUMBLE PAK ✓



Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15 ■ GAME SCORE 90%

The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated.

Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict

There may have been some real stinkers in the Mortal Kombat series but this edition has multiplayer class written all over it. It's fluid and violent, exactly what you want when you're beating your mates to a pulp.

EXPANSION PAK X
MEMORY PAK ✓
RUMBLE PAK ✓



G64 Tremor & Memory Pak

■ Gamester

■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking that it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

■ Datei

■ £24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's only one problem... just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.



Jolt Pack

■ Blaze

■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might think at first. A decent budget choice, though.



NFL Quarterback Club 99

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The finest American footy game on the N64, with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Multiplayer verdict

If you don't know diddly about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Multiplayer verdict

Operation Winback's not a Bond beater by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

EXPANSION PAK X
MEMORY PAK ✓
RUMBLE PAK ✓



Paper Mario

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 93%

The lowdown

Mario's back in this fantastic cartoon RPG adventure. Help Mario rescue Princess Peach from Bowser's castle lair and unlock the seven Star Spirits along the way.

Multiplayer verdict

It's always fun to give Bowser a right good pasting, but the best battle in Paper Mario is when you foil the Koopa Bros.' fiendish Bowser disguise. You'll be laughing so hard at the game that you'll forget about fighting!

EXPANSION PAK X
MEMORY PAK X
RUMBLE PAK ✓



Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



What we're playing

In this month's NOM, we say bok! to...

Turok 2

Turok Evolution on the GameCube looks absolutely fantastic, so I thought I'd brush up on my dinosaur hunting skills with this Nintendo 64 gem. **RICH**



NFL Quarterback Club '99

This year's Superbowl was one of the best ever and I can't wait for the next season to start, so I'm taking the Dolphins all the way to the big game. **TIM**



Tony Hawk's Skateboarding

Seeing those shots of Tony on the GameCube got me all excited. I've got to practice my skills so I can thrash anyone who challenges me. **MARK**



MEMORY PAKS

NOM TESTED

256k

■ Nintendo

■ £14.99

Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 meg

■ Blaze

■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Pokémon Puzzle League

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

Pokémon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with a pal, in 2D or 3D levels.

Multiplayer verdict

In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweaty palmed excitement and brain melting strategy.



EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X
X
X



Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

Best bit

If Pokémons rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in super quality, not quantity. And it's great battling your mates in 3D.



EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X
X
X



Pokémon Stadium 2

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

The pocket monsters are back in all their 3D glory on your N64. Use Rental Pokémons, or your own Poké squad, to battle your way to the top of the tower.

Best bit

Just seeing all of the new Pokémons in amazing 3D will make your eyes stick out on stalks. If you thought the original Pokémon Stadium game was good, you ain't seen nothing yet. Pokémaniacs are going to love it!



EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X
X
X



Premier Manager 64

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

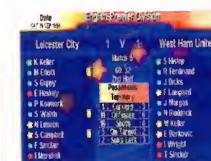
Best bit

Well, you're not buying it for the arcade thrills and, with games that can literally go on for months on end, this is really for hardcore management fans only. It's a great way of passing time though, but only if you're winning.



EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X
✓
X



Why it rocks

Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

8 meg

■ Blaze

■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Quake II

■ PRICE £44.99 ■ PLAYERS 1-2 ■ GAME SCORE 91%

The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mad weapons and enough options to make the game right for you.

Multiplayer verdict

Very fast and smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

Rayman 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers on the Nintendo 64.

Why it rocks

It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

Best bit

It's very hard to pick just one part of Rayman 2 which stands out as there are so many magical moments to choose from. But we'd say that finally facing Captain Razorbeard is a bit nervy, but incredibly exciting.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

Resident Evil 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jumpy scarefest quite unlike anything else on N64. You're looking at a classic.

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

Ridge Racer 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there are three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

1 meg

■ Logic 3
■ £5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



256k

■ Gamester
■ £4.99

The same capacity as the official pak but this one's as cheap as chips. Reliable enough to save your most precious games. If you've got a bit of money to throw around, there's a 1 meg card for £7.99.



1 meg

■ Joytech
■ £9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tanner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Rocket Robot on Wheels

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks

Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

Shadow Man

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

The lowdown

In this disturbing spookathon you play Mike LeRoi, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.



Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the fearsome Nail Gun Killer. A nice relaxing game you can play with your Mum and Dad it ain't!

- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

South Park

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot'em up. Blast away at hordes of mutant turkeys.

Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.



Multiplayer verdict

The multiplayer mode is first class, with loads of different playing options and some slick gameplay. Plus you can choose from nearly all the characters in the TV series. And that can't be bad can it, Nintendoids?

- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

South Park Rally

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's a kart racing game that rewrites the rule book by not having a set route or a chequered flag. Instead, you win South Park Rally by completing certain tasks.

Why it rocks

It doesn't even try to be a Mario Kart 64 or Diddy Kong Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.



Multiplayer verdict

Really comes into its own when you're playing with your mates. Corking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

Star Wars Episode 1 Racer

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

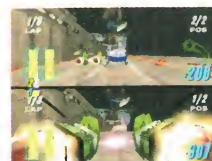
Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks

The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your 'board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it out if you fancy a change!

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Star Wars Rogue Squadron

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

It's the Star Wars game everyone wanted to be ace, and it is! Control cool vehicles, from X-Wings to Airspeeders, in action packed Star Wars missions.

Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the Force be with you, Nintendoids.

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Mario 64

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

The lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real that you feel as if you're actually inside the game.

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and awesome interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for Nintendo 64 'cos you can choose from all your N64 faves! It's great to duke it out with Mario and beat up little Pikachu. He deserves the punishment!

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Tarzan

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan as you save the jungle from Clayton the hunter.

Why it rocks

It's a fantastic looking game and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging herd of elephants is great, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Tony Hawk's Skateboarding

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, loads of fun.

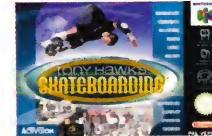
Why it rocks

Without spot on controls this game would have been dire, but luckily it plays like a dream with intuitive controls that keep you incredibly close to the action.

Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, including Graffiti mode where objects are sprayed with your colour if you do a trick on them. Hard to get, so try second hand shops or look in bargain bins.

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Turok 2

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

Yet more dino crunchin' mayhem, with some of the goriest and scariest fragging to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayers the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Rare's Perfect Dark or Goldeneye 007.

EXTRA
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



STEERING WHEELS

HOM TESTED



Top Drive Plus

■ Logic 3 ■ £59.99

This wheel offers excellent handling and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's another Turok game specially designed for multiplayer fragging. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, such as choosing a series of arenas so that, as soon as one battle finishes, you're transported to the next level. Easy to control and packed with monsters that'll make you poo your pants.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like GoldenEye 007, even though it's not made by Rare.

Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have many playing options, the visuals are a little basic and it can feel quite slow sometimes.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

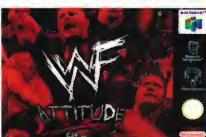
It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the grapplin' gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

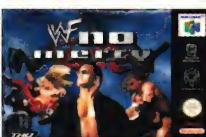
It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of lastability.

Multiplayer verdict

Tons of new options will keep you and your pals coming back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.



- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK

Who's who?

He may be older than your dad, but out on the vert ramp Tony Hawk's still got what it takes to be a skateboarding king.



How old is he?

He's 32, and he can still mix it up with the best young talent out there. Tony was the first skater to perform a 900 degree spin and he's won more skateboarding titles than anyone else.

I guess he has to practice a bit, then?

It took him six years of trying before he finally pulled off the 900. He's been skating professionally for over 17 years so you could say that he's had a fair amount of practice.

When did he first appear in a video game?

The original Tony Hawk's game was released back in 1999 and it became an instant smash hit. The game takes ages to master and there's so much secret stuff to uncover that you just don't want to put it down.

Any signs of him retiring?

Tony Hawk's Pro Skater 3 is coming to GameCube and the GBA review is on page 32. There are rumours that a fourth game is already in the works, too. This guy just keeps on rolling!



Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.



Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles and you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Zelda Majora's Mask



■ PRICE £49.99 ■ PLAYERS 1



EXPANSION PAK



MEMORY PAK



RUMBLE PAK

The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but beating Gyorg felt good.

GAME SCORE

96%



Zelda Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 97%

The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

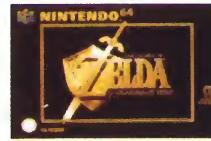
Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Best bit

Completing this adventure is an impressive feat in its own right, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



The Nintendo GameCube's just around the corner, so stay tuned to NOM for all the latest news. More details on page 96.

Sales chart

Top 10

- 1 Excitebike 64
- 2 Pokémon Stadium 2
- 3 Perfect Dark
- 4 WWF No Mercy
- 5 Conker's Bad Fur Day
- 6 Pokémon Stadium
- 7 Wipeout 64
- 8 Tony Hawk's
- 9 Banjo Teeie
- 10 Mario Kart 64

EB
electronic
boutique



▲ This superb, stunt filled racer takes the lead in this month's Nintendo chart battle. Have you got your copy of Excitebike 64 yet?

Advance Wars

An immense army comes to your GBA for a bit of a scrap in a stupendously good war game.

■ PRICE £29.99 ■ PLAYERS 1-4



Game Link (1x4)



Game Link (4x4)

The lowdown

Choose a Commanding Officer and take part in a gruelling turn based war game where your only objective is to wipe your opponent from the face of the planet.

Why it rocks

Advance Wars is huge. There are 114 battle scenarios along with training modes. The action is fast paced and fun and the package is put together incredibly well.

Multiplayer verdict

Advance Wars has as many different play modes as you can think of, making the multiplayer game tremendous fun. And you only need one cartridge to enjoy it. This is definitely a GB Advance classic.

GAME SCORE

91%



Seize the enemy HQ or defeat all the enemy units to clear this map.

Contacts

Acclaim	0870 1200 268
Activision	0870 241 2148
BBI	02380 623 172 / 02380 623 169
Blaze	01302 325 225
Capcom	020 7925 2565
Datel	01785 810 826
EA	01932 450 000 / 0870 243 2435
Gamester	01992 503 133
Guillemot	020 8866 5600
Infogrames	0161 827 8061
Interact	0161 702 5010
Joytech	0800 389 9647
Konami	01895 470 500
Logic 3	020 8902 2211
Midway	020 7938 4488
Nintendo	02380 623 200
NYKO	020 8903 3404
TDK	01737 773 773
THQ	01483 767 656
Ubi Soft	0870 800 6160
Virgin	020 7551 4222



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Official Tips

✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Hints, Tips and Cheats

Advance Wars p66
Dark Arena p65
Mario Kart
Super Circuit p66
Monsters, Inc. p65 and p66
Paper Mario p66
Sonic Advance p66

Super Mario Advance p66
Tony Hawk's Pro Skater 2 p67
Wario Land 4 p64

Your Tips

Ask us any Nintendo question... or tell us the answer for top prizes! p68

Your Scores

Are you a gaming god? Turn the pages to find out p70

Golden Sun

This adventure is the first portable RPG to challenge Link for his swashbuckling crown, but it certainly isn't an easy game. If you get stuck, check out our guide for all the answers p72

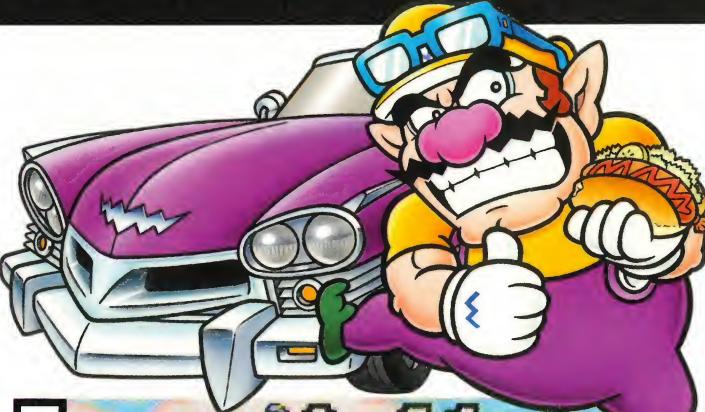
Wario Land 4

Boogie on down with the groovy CDs in Topaz Passage

Wario Land 4 on the Game Boy Advance is one of those adventures that's much more fun when you crank up the sound to the max.

The quirky Nintendo tunes which complement the colourful action are so memorable that you'll be humming them in your sleep.

This month we've searched every nook and cranny of the four levels in Topaz Passage to discover the CDs which are hidden away. Get on your dancing shoes, Nintendo fans. These tunes are going to rock your world!



▲ For the Doodle Woods CD you first need to smash the four grey blocks in the far right corner of the first area before dropping down. Now hit the Portal Switch.

▲ On your way back to the portal you'll return to this area from above. Roll down the slope to land where the blocks were and squeeze through a gap to grab the CD.



▲ When you fall down a red tube after hitting the Portal Switch in Toy Block Tower, use the triangle to unlock a raised door nearby. The CD you're looking for is inside.



▲ In The Big Board level, the CD is found through a small gap in the first indoor area. Hit the spinning block to stop on a Wario head and hope that you're transformed into Flat Wario.

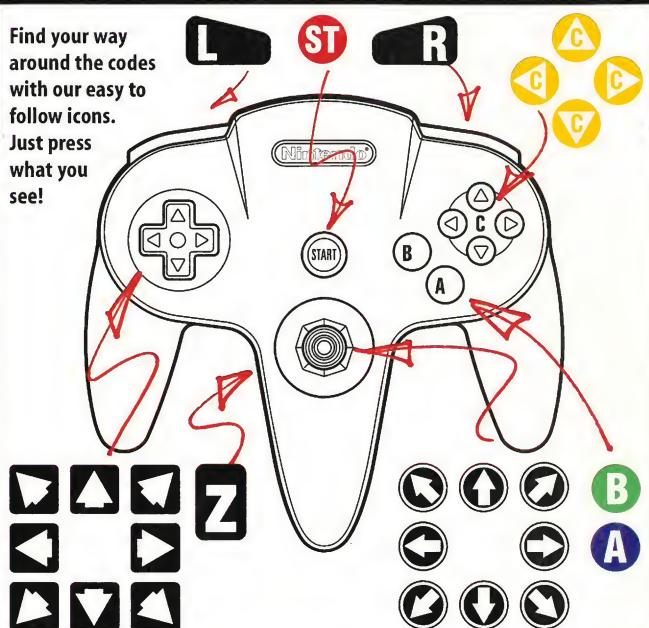


▲ In Domino Row, win the race against the dominoes in the room just before the Portal Switch. This gives you access to a door which leads to a room and the CD.

N64 Controller Icons

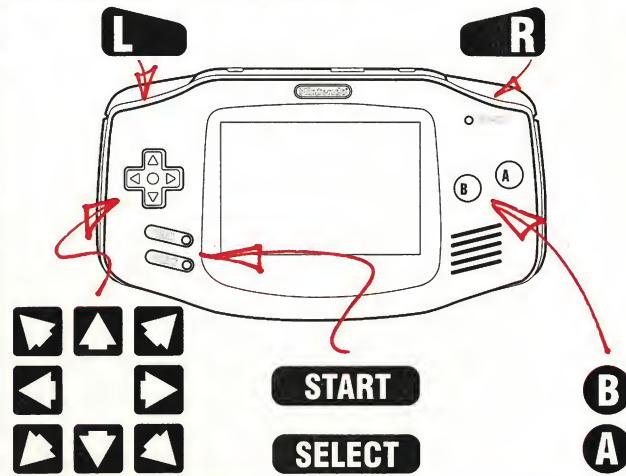
Find your way around the codes with our easy to follow icons.

Just press what you see!



GB Advance Controller Icons

If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons. Just press what you see!



Monsters, Inc.

Level passwords for this monster platformer



Do you ever find yourself aimlessly wandering around the puzzling levels of Monsters, Inc.? Don't stress... just type in these level passwords instead!

These beasties may have made a name for themselves on the big screen, but now Mike and Sulley have been shrunk onto the GBA!

If you're struggling to find all the door pieces in a particular level, then we've got just the thing for you. Enter some of these sneaky passwords to skip to later levels and save yourself a load of old grief in the process!



▲ If you find the early levels too easy and you want to skip a few stages, enter **LLCOBK** at the password screen and you'll start on the fifth level.



▲ If you type in **XRDZB1** at the password screen you'll be taken to level ten. Things are getting tougher now. Can you find those missing door pieces?



▲ Go to the password screen and enter the code **BYY2NL**. You'll instantly be taken to level 15, skipping well over half the game. Not far to the end now, but the levels sure are difficult.



▲ If you're not bothered about seeing the whole game and you just want to skip to the end instead, spell out the code **WRG!C** on the password screen to reach level 22 in an instant.

Dark Arena

First ever tips to conquer this space blaster



I haven't got the patience to search for maps and ammo. If you haven't either, then do what I did... enter these sneaky cheat codes!

Dark Arena is another Game Boy Advance first person shooter to add to the mini console's rapidly growing library.

Finding your way around the labyrinthine levels of Dark Arena can be confusing without the aid of a map, and with all those enemies around things are even trickier. If you're having a nightmare enter the cheat codes listed below and all your troubles will be over.



▲ The first step in your quest to master Dark Arena is activating the game's cheat mode. Type in the code **NRYRDDS** at the password screen then press **START** to activate the cheat mode.



▲ Once the cheat mode has been activated, type in the code **ALL**. This will turn on God mode, giving you infinite health and ammunition, all the guns, every map and all the keys you need.



► God mode will also activate the level skip feature. Just go to the map screen and press **SELECT** to skip to the next level. To deactivate all cheats, enter the code **PWORD**.

Nintendo Top 5 GBA Tips

Three of this month's top five Game Boy Advance titles are new entries. Monsters, Inc. smashes its way straight into the top slot.

Monsters, Inc.



Level 20 password

This handheld platformer is bigger than you might think at first. If you're the impatient type, enter F2Z2KR as a password and you'll skip to level 20.



Level 21 password

If the randomly generated maps have been puzzling you for days, enter the password PNG!TL. You'll skip to level 21, one of the game's toughest challenges.

Mario Kart Super Circuit



Unlock classic Super NES tracks

Play any Cup and get a trophy. Play it again, this time winning gold and collecting 100 coins in each race. Now press **R** on the Cup selection screen.



Power Slide Boost

Hit **L** as you turn to Power Slide. Hold the **L** button all the way through the bend. Straighten up on the exit and release **R** to get a boost.

Advance Wars



An extra training mission

It's possible to unlock a training mission on Special Intel. Simply complete all the available training missions and it'll appear at the very bottom of the list.

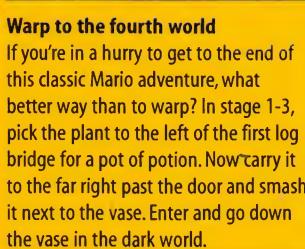
Sonic Advance



Make Tails follow you

On the character select screen, highlight Sonic and press **A**, then Tails and hit **Y**, then Knuckles and **B** and Amy and **R**. Select Sonic and Tails will follow him.

Super Mario Advance



Warp to the fourth world

If you're in a hurry to get to the end of this classic Mario adventure, what better way than to warp? In stage 1-3, pick the plant to the left of the first log bridge for a pot of potion. Now carry it to the far right past the door and smash it next to the vase. Enter and go down the vase in the dark world.

Classic Corner

Paper Mario

Nintendo's über mascot, Mario, has been squashed flat as a pancake for this huge and involving N64 RPG. All the characters in Paper Mario may look flat, but each one is brimming with personality. And with a huge and beautiful 3D world to explore, Paper Mario is one of the best adventures in the N64's back catalogue. The dark and spooky Forever Forest is an incredibly confusing maze area that had us scratching our heads in confusion, so here's a quick recap on how to escape.



▲ Go right to the laughing plants on the second path. Go down the route you see, then walk left and follow the first path. Now head left again and take the first road.



▲ Head left up the ramp to Bub-ub and get a Magical Seed. Continue left to the second path and exit. Go left from there and down the first path.



▲ Head down the first path on the right, then the second road on the right. Examine the bush you find to make flowers appear. Run right and up the ramp.



▲ Get FP Plus Badge from the red block. Go back and exit through the gate where the flowers appeared. Go right to the sign pointing the way to Boo's Mansion.

Most Requested

Tony Hawk's Pro Skater 2

This incredibly addictive skate title is one of the toughest titles available for the Game Boy Advance. If you want to progress through the gnarly stages, you'll have to do loads of insane stunts which would make MTV's Jackass boys proud. Here are tips for a couple of the trickiest tasks down in the New York City course.

50-50 Joey's Sculpture



▲ From the place where you start the course, head off to the right. When you see a handrail next to a large drop, do an Ollie over it. Keep your nerve, now!

▲ The toughest part is trying to land on the thin pole, pressing A as you hit it for a 50-50 Grind. Grind down to the bottom to complete the task.

Wrangle the Blue Cow



▲ First is the Moo Cow. Do a Boneless or No Comply off the base of the cow statue to Ollie the length of the sculpture's body, from front to back or vice versa.

▲ For the Blue Cow, again Boneless or No Comply from the statue's plinth, but this time Ollie across the cow's body from side to side rather than front to back.



▲ Now for Steer Clear. Pick up speed to Ollie off the cow statue's base and grind along its back. If you jump too high you'll miss so don't push it.

It's your choice

Being the only official Nintendo magazine in the UK, we want to bring you the best codes and tips for the games you play every month. If you would like some tips for an N64 game, old or new, let us know by sending a letter to Most Requested at our new address.

CHEATS UNLIMITED

THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TIPS,
CHEATS &
WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

NINTENDO 64

A = 01
All Star Baseball 2000
Army Men S's Heroes
B = 02
Bad Fur Day
Banjo Kazooie
Banjo Tooie
Blues Brothers 2000
Body Harvest
C = 03
Conkers Bad Fur Day
D = 04
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duke Nukem 64
E = 05
Earthworm Jim 3D
Excite Bike 64
F = 06
F1 World Grand Prix
FIFA 98
Fighter's Destiny
G = 07
Goldeneye
GT 64 Champ. Edition
H = 08
Harvest Moon
J = 10
James Bond: Goldeneye
Jet Force Gemini
L = 12
Legend of Zelda
Lylat Wars
M = 13
Majora's Mask
Mario 64
Mario Kart
Mission Impossible
Mortal Kombat 4
N = 14
No Mercy (WWF)
P = 16

GAMEBOY ADVANCE

A = 01
Alienator: Evolution Cont
Army Men Advance
Atlantis: The Lost Empire
B = 02
Back Track
Batman Vengeance
Bomberman Tournament
Breath of Fire 1 & 2
C = 03
Castlevania: C of Moon
D = 04
Donald Duck Advance
Doom
E = 05
Earthworm Jim
Ecks vs Sever
F = 06
F-14 Tomcat
Final Fight One
Final Round Golf 2002
Fire Pro Wrestling A
Flintstones
F-Zero: Max Velocity
G = 07
Golden Sun
Gradius Galaxies
GT Advance Championship
H = 08
Harry Potter
I = 09
Inspector Gadget
J = 10
Jedi Power Battles
Jurassic Park 3
K = 11
Kao the Kangaroo
Konami Krazy Racers
Kuru Kuru Kururin
M = 13
Mario Advance
Mario Kart Super Circuit
Mat Hoffman's Pro BMX
Men in Black: The Series
Metal Gear Solid
Monsters Inc
P = 16
Pitfall: The Mayan Adv.
Power Rangers: T. Force
R = 18
Rampage Puzzle Attack
Rayman Advance
Ready 2 Rumble Boxing 2
Road to Wrestlemania
Rocket Power Dream Scheme
Rugrats: Castle Capers
S = 19
Sonic Advance
Spiderman
SpongeBob SquarePants
Spyro: Season of Ice
Star Wars: Bat for Naboo
Star Wars: Racer
Star Wars: Rogue Squad.
Super Mario
Super Smash Brothers
T = 20
The World is Not Enough
Tony Hawk's 2
Top Gear Rally
Turok 2
Turok: Dinosaur Hunter
W = 23
World Drivers Champ.
World Is Not Enough
Worms Armageddon
WWF No Mercy
WWF War Zone
Z = 26

GAMEBOY COLOUR

A = 01
Action Man
Alone in the Dark 4
G = 07
Grand Theft Auto
H = 08

GAME CUBE

A = 01
Batman Vengeance
C = 03
Cel Damage
Crazy Taxi
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Extreme G3
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FIFA 2002
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Madden NFL 2002
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NHL Hit 2002
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Your Tips

Write in

Win ace



prizes this month



Every month, thousands of readers look to these pages for help with their favourite Nintendo games. If you have some top tips to share with the world, then what are you waiting for...? Send them to NOM Towers right away!

Super Mario Advance

Easy extra lives for your cool heroes

There are many different ways to get 99 lives in certain stages of Super Mario Advance, making the adventure much easier to crack.

Many of these cheats are quite tiresome though as you have to earn each extra life individually, meaning that it can take a long time to acquire 99.

However, Joy Smith from Sunderland has sent us a much easier method for earning all the extra lives you'll need to complete the game.

► When you reach level 5-3 in the adventure, climb the very first ladder to the right of where you start. Pick the first plant on your right and throw the shell that pops out against the brown wall.



► Now jump onto the shell and watch as you bounce back and forth, getting extra lives for hitting each Bob-omb that drops. Be careful as you might get hit from time to time.

WARIO'S WINNER
Joy Smith,
Sunderland

Tony Hawk's Pro Skater 2

Three great new cheats for this gnarly game

Tony Hawk's Pro Skater 2 is the best handheld skating sim around.

If you've played this game to death, don't pack your cart away just yet because Graeme has discovered some cool cheats that'll give this title a new burst of life. Enter these codes to spice up your 'boarding adventures.



► At the main menu press **START**, **A**, **□**, **B**, **○**, **△**, **□**, **A** then **□**. This sneaky code turns all the special effects, including blood splashes, sparks, water and so on, into smiley faces.



► Unlock Mindy by pressing **A**, **□**, **△**, **□**, **B**, **○** and **START**. Press **□**, **A**, **START**, **A**, **□**, **△** and **START** to activate the Jet Pack and control it with the **B** button and the D-Pad.

WARIO'S WINNER
Y. Vanderman,
London

F-Zero Maximum Velocity

A useful shortcut for the Cloud Carpet course

The action in F-Zero is so fast that it can make your eyes bleed!

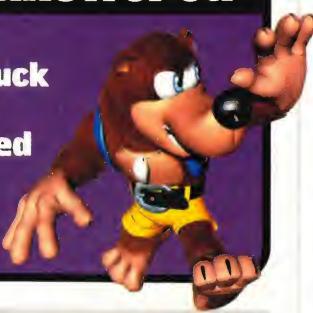
This sense of speed makes F-Zero one of the hardest GBA games, so you'll need all the help you can get. Cloud Carpet in the Bishop Cup has a tough ice section which leads to a deadly hairpin. Here's how to avoid it!



► In Cloud Carpet, Bishop Cup, as you speed along the ice section use a boost to hit the jump ahead at full speed. Go straight in the air to land on the other side of the hairpin.

Your questions answered

There's nothing more frustrating than being stuck in a game. If a Nintendo adventure has you puzzled or you can't defeat a beastly boss, share your problem with us.



Wario Land 4

Wario Land 4 on the Game Boy Advance is one of the best platform games I've ever played in my life, but I'm completely stuck! No matter how hard I try I just can't beat that plant boss Caractus. How do I defeat this ugly flower to continue my adventure?

James Mewis, Trentham

■ All the bosses in this mammoth adventure are tough, but Caractus is particularly tricky. Follow these steps and you'll turn him into salad...



▲ The first thing you should do is save some Coins to buy a super strong item before the battle. If you do this, Caractus will be half dead before you start.



▲ You have four minutes to win the fight. At first he'll charge forward, so use the ladders to evade his attacks. Soon he'll begin to float across the floor.



▲ Jump up and slam down on his head. Do this a couple of times and he won't float any more. You now have to hit him from the top of the ladder.



▲ When he goes off the screen, stay off the ladders or he'll just fly across the top and dribble. Keep using the ladders to jump on his head until he dies.

Banjo Tooie

I've been playing the awesome Banjo Tooie for a few weeks now, but I've finally become completely stuck! I can't figure out how to get inside the Grunty Industries level. I desperately need your help, NOMsters!

Steven Arehurst, Headcorn

■ This is definitely the hardest level in the whole game. Even before you enter the industrial building, you'll have to solve a tough puzzle. But don't worry, Steven, because we have the answer you've been looking for. It may not be obvious at first, but you have to ride Chuffy the Train into the Grunty Industries station. You'll find this locomotive inside the main building.



▲ Run to the right of the entrance and over to the building there. Hit the train switch that you find, then exit the level and go to Cliff Top.



▲ Take Chuffy from Cliff Top to the Grunty Industries station, which is inside the factory building. Now all you have to do is open the entrance and hit the two switches.

Legend of Zelda Majora's Mask

I have a big problem! I'm in Romany Ranch and I don't know how to get Epona out of the stable. Please help me!

George Ramsden, via e-mail

■ The trick is to get inside the Ranch on the first day. After defeating the Snowhead Dungeon, talk to the giant Goron in the thawed out cave in Goron Village. Complete his challenge and you'll be able to buy large Powder Kegs. Use a Keg to blast your way into Romany Ranch on the first day. Complete the tough balloon challenge and Epona is yours!



▲ Earn the right to hold Powder Kegs, then use them to get into Romany Ranch on the first day. Now you can get Epona the horse.

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, answer to a question or a new way to play and you could be the proud owner of an awesome Gamester prize. Write to us at...

Your Tips, NOM, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

New Ways To Play!

Playing your old Nintendo games can be fun, but it's even more rewarding to find your own ways of enjoying your favourite titles.

Mario Kart 64 Tag



- Select a three or four player game, Battle Mode.
- Choose either the Block Fort or Double Decker course.
- One person is 'It' and they have to try and collide with the other players.
- If a player is hit they become 'It'. Decide before you start whether the player who's 'It' can use weapons or not. None of the other players should use weapons.

Perfect Dark Balancing Act



- Start a multiplayer game on the G5 Building or Pipes.
- Turn on the Infinite Ammo cheat. Go to the pipe area or bridges, depending on which level you chose.
- Now start the shoot out, attacking your opponents while trying not to fall off the high platforms.
- With the Infinite Ammo cheat on, no one has an excuse to leave the action.

Your Scores

Your Scores is changing

There aren't any updates this month because Nintendo Official Magazine is going through some changes to herald the arrival of GameCube. Thanks to everyone who entered the challenges, though. Keep your skills finely tuned as there'll be some new and exciting gaming tasks for you to tackle in the new look magazine.



It's plain to see that Nintendo gamers are the best, so let's have some scores to prove it. Come on, you know you want to!



This month's results in full

Wario Land 4

The Big Board level, escape the stage in the quickest time possible.
Philip Jones speeds his way to the top slot with this cracking time.

TOP BANANA

Philip Jones, Hertford **2:43**

Mario Kart Super Circuit

Bowser's Castle 4, 100cc, fastest time, three laps, Time Trial Mode.
Paul Davis obviously plays a lot of Mario Kart to get a time this fast.

TOP BANANA

Paul Davis, Peterborough **1:31:03**

02 Kevin Walters, Swansea **2:39**

02 Frank Madison, Bath **1:36:67**

03 Dan Kane, London **2:21**

03 Dom Gration, Surrey **1:39:28**

04 Matthew Thomas, Hull **2:02**

04 James Masters, Reading **1:39:88**

05 John Hodge, Skipton **1:59**

05 George Francis, Devon **1:42:06**

GameCube is coming

Next month these pages will look completely different, with some great GameCube challenges for you to try. Take a look at the screen shots below and see if you can come up with any ideas for a cool Mega Challenge. Send all your ideas to our new address... Your Scores, Nintendo Official Magazine, EMAP Active, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We'll see you when the new look magazine crashes in next month!



Golden Sun

Four brave adventurers with magical powers embark on a mystical quest to stop two evil muppets from destroying the world. Can you help our heroes emerge victorious?

Contents

Sunny delights...

- ✓ Djinns cracked
- ✓ Psynergy masterclass
- ✓ Crossbone explored
- ✓ Saturos and Menardi shredded
- ✓ Lighthouses raided
- ✓ Deathbeard dumped
- ✓ Weapons mastered

Pots of gold

- Issue 112 News
Issue 114 Review

WE SAID "Golden Sun is promising to be a full on, top quality RPG, right up there with the likes of Zelda and Final Fantasy."

All the Djinn

There are 28 Djinn in total to be found throughout the two continents of Angara and Gondowan. Just like Isaac and his Adept friends there are four different Djinn types, representing the elements of Fire (Mars), Earth (Venus), Wind (Jupiter) and Water (Mercury). Some of these elusive Djinn are incredibly hard to find, but our handy map and chart will show you where even the craftiest little critters are hiding out.





7 8

27

5

1 FLINT Venus/Earth

WHAT IT DOES An incredibly powerful strike which can pulverise stone.
GRAB IT Head south from Vale after Sol Sanctum to bump into the friendly Flint.

2 FORGE Mars/Fire

WHAT IT DOES This useful Djinn fires up your adventuring party's attack.
GRAB IT Head for the Goma Cave east of Vale after catching the Vault crooks.

3 GUST Jupiter/Wind

WHAT IT DOES Strong gale blasts single foe.
GRAB IT Walk clockwise on the fence surrounding Billbin. Use your Whirlwind ability to open the door to your prize.

4 GRANITE Venus/Earth

WHAT IT DOES Granite protects your gang of heroes with a strong Earth barrier.
GRAB IT Enter the tree stump in Kolima Town. It's found next to the Djinn cage.

5 BREEZE Jupiter/Wind

WHAT IT DOES Makes your party more resistant to hostile Elemental attacks.
GRAB IT On the right hand branch on the fourth level of Tret Tree in Kolima Forest.

6 FEVER Mars/Fire

WHAT IT DOES Makes a single enemy have horrible feelings of fever and delusion.
GRAB IT Move the snowman on the frozen river in Imlil, then skate inside the waterfall.

7 FIZZ Mercury/Water

WHAT IT DOES Restores a few valuable HP to one of your heroic party members.
GRAB IT Fizz is Mia's pet Djinn. Get him when Mia joins you in Mercury Lighthouse.

8 SLEET Mercury/Water

WHAT IT DOES Weakens your enemy's attack with a strong, watery blast.
GRAB IT In the very middle of five waterfalls in Mercury Lighthouse.

9 ZEPHYR Jupiter/Wind

WHAT IT DOES Increases the agility of your heroic party with a windy boost.
GRAB IT In the cave behind the waterfall, just to the left of Fuchin Temple.

10 QUARTZ Venus/Earth

WHAT IT DOES Resurrects one fallen party member in the heat of battle.
GRAB IT Roll the logs in Mogall Forest and use Move on the rock you uncover.

11 MIST Mercury/Water

WHAT IT DOES Puts one enemy to sleep.
GRAB IT Use Frost on the pool of water which is spilled after talking to the woman with the bucket in Xian.

12 CORONA Mars/Fire

WHAT IT DOES Increases your party's defence with a searing heat blast.
GRAB IT Wander around the small island to the north of Xian to bump into Corona.

13 SPRITZ Mercury/Water

WHAT IT DOES Restores your entire party's HP with a tiny sprinkling of water.
GRAB IT At the lowest level of Altin mines. You must ride the mine cart to reach it.

14 SMOG Jupiter/Wind

WHAT IT DOES Blinds your hapless enemies with a cloud of stinging smoke.
GRAB IT Find two stone circles joined together in Lamakan Desert. Use Reveal.

15 VINE Venus/Earth

WHAT IT DOES Weaves around your foolish enemies and drains their Agility.
GRAB IT Wander around the small island to the east of Kalay. You'll soon find it.

16 SAP Venus/Earth

WHAT IT DOES Leeches an enemy's HP and transfers it to one of your party members.
GRAB IT Ring the bell in Vault and use Reveal next to dog to find the secret door.

17 KITE Jupiter/Wind

WHAT IT DOES Party member using it gets two attacks during the next round.
GRAB IT Use Lift on the rock to the left of Kraden's cottage to enter Vale Cave.

18 SCORCH Mars/Fire

WHAT IT DOES Stuns and occasionally paralyses your enemies in battle.
GRAB IT Push the waterfall statue in the caves below Kalay and climb down ladder.

19 GROUND Venus/Earth

WHAT IT DOES Traps your puzzled enemies with a strong gravity blast.
GRAB IT After sailing to Tolbi, walk around the lake and approach Kalay from north.

20 HAIL Mercury/Water

WHAT IT DOES Freezes your enemy and damages their defence power.
GRAB IT From Tolbi go west, north and then south, then just wander around.

21 EMBER Mars/Fire

WHAT IT DOES Restores a small amount of PP for your whole swashbuckling party.
GRAB IT In Tolbi, use Growth on the vine and jump right from the Inn rooftop.

22 SQUALL Jupiter/Wind

WHAT IT DOES Uses storm power to paralyse your enemy in battle.
GRAB IT Push the three large columns in the bowels of Atmiller Cave.

23 TONIC Mercury/Water

WHAT IT DOES Heals all party disorders, including Stun and Poison.
GRAB IT Rescue Hammet in Lunpa Fortress, go back to Dunpa's room in the Fortress.

24 FLASH Mars/Fire

WHAT IT DOES Protects party for one turn.
GRAB IT In Suahalla Desert, use Reveal between the cliffs, then jump across the stone and down the ladder.

25 DEW Mercury/Water

WHAT IT DOES Quickly revives a fallen comrade in the midst of a titanic battle.
GRAB IT Jump down the cliff in Suahalla Desert to reach Dew on the ledge.

26 TORCH Mars/Element

WHAT IT DOES Melts the enemy's defence.
GRAB IT Climb the ladder in the Lalivero Weapons shop, jump right onto the wall then head anti clockwise to collect it.

27 LUFT Jupiter/Wind

WHAT IT DOES This is essential in Golden Sun. Seals an enemy's Psynergy attack.
GRAB IT Fall through floor to land on the platform in middle of Babi's Lighthouse.

28 BANE Venus/Earth

WHAT IT DOES Very effective. Unleashes a venomous attack against your foe.
GRAB IT In the sixth room on Crossbone Isle (more details later in this guide).

Blunt instruments

Magic may be a very effective way of turning scary monsters into quivering blobs of jelly, but there's still a lot to be said for the sheer savagery of a huge axe buried in your enemy's skull.

Here's our handy cut out and keep guide to the best weapons for each party member in Golden Sun on the Game Boy Advance, as well as how to get your hands on them. Yes, we know we're much too generous!



Isaac's Gaia Blade
lets out a howl! Titan Blade!

▲ Isaac's most powerful sword is the Gaia Blade. You'll find it in a treasure chest in the moving sand walkways room in Venus Lighthouse. Use it to unleash the awesome Titan Blade attack and pulverise your quaking enemy.



Garet's Muramasa
lets out a howl! Demon Fire!

▲ Garet's best weapon is definitely the Muramasa Sword, found on Crossbone Isle. Once equipped, this cool sword unleashes Demon Fire. It packs a mighty punch, but the downside is that Garet's cursed when he uses it. Shame, that.



Ivan's HP is fully restored!
Mia's HP is fully restored!

▲ Ivan's most potent blade is the Kikuchimonji sword. Hard to pronounce, and almost as much trouble to find, the sword will be dropped randomly when you battle Fenris in Venus Lighthouse. Use Fire Djinn to increase your chances.



▲ You can buy Mia's best weapon, the Crystal Rod, in the Artifacts section in Laivero Weapons shop for a paltry 13,400 coins. Use it in battle to unleash Drown, an attack which can fell an enemy instantly if you're lucky.

Summoning the beasts

Those cute little Djinn are useful critters. Not only do they bestow the gift of Psynergy on party members, but they also enable you to summon powerful, mythical monsters during battle.

As you make your way through the game you'll have to fight some incredibly strong creatures, many of which will cause you a huge headache unless you master the ancient art of summoning. It's a very complicated subject but well worth mastering.



▲ To summon a monster in battle you first have to put at least one of your pet Djinn on standby. The quickest way to do this is by accessing the Djinn screen before entering battle and pressing R.



▲ Alternatively, you can select the Djinn during battle and choose an attack. Once the attack has been unleashed your Djinn will remain on standby, allowing you to use the summon command next turn.

Psynergy School

Psynergy is the magic used by Isaac and his fellow Adepts. It can also be unleashed to solve puzzles in the dungeons and villages that you explore.



▲ Psynergy strength is greatly affected by the number and Elemental type of Djinn that are set to each character. The more Djinn a character has, the more types of Psynergy will be available to them.



▲ When reassigning Djinn, press R to see how the change has affected your character's Psynergy. In this shot, if you traded Isaac's Flint Djinn with Mia's Dew, Isaac would lose some Psynergy. Don't move that Djinn!



▲ Character Class also affects Psynergy. Class changes according to how many Djinn are set to each hero. In this example, when L26 Isaac has all his Djinn set he becomes Brute Class and can use Growth Psynergy.



▲ Sometimes it's a good idea to return to locations when you acquire a new Psynergy to see if you can reach new areas. It's always worth taking time to backtrack and find secrets you may have missed.



▲ There are easier ways to get Psynergy powers, rather than fiddling around with your Djinn all the time. Items that you find in treasure chests or buy at the Artifacts stores in the villages you visit can bestow special Psynergy powers when equipped.



▲ The more standby Djinn you have, the more powerful the monster you can summon. If you're going into a tough battle you should aim to have at least four Djinn of the same Elemental type on standby.



▲ The best summoning strategy is to have all party members, except Mia, keep their Djinn on standby at all times, even when exploring. Use Mia's set Djinn to heal the rest of the party.

Crossbone Isle

You don't have to visit Crossbone Isle to finish Golden Sun, but it's worth making the detour as there are tons of items and some cool weapons to find, many of which you'll need to win the fearsome fights



▲ The best time to search for the Isle is just before entering Venus Lighthouse when you've levelled up to at least L26. You'll have to retrace your steps, but it's worth it.



▲ Remember Suhalla Desert? Time to get wind whipped once again! Head back to Suhalla Gate and journey west until you reach the entrance to the Desert.



▲ Go back to where you used Reveal to jump over the rock and get Flash Djinn. Use Reveal and follow footsteps. Climb down ladder and walk through cave.



▲ When you emerge into daylight you'll be standing next to the pink tornado. It might look like candyfloss, but the trick is to jump into it, not eat it.



▲ Don't use Douse on the tornado or you'll be transported back to the desert entrance. Instead, let the pink wind carry you off to the secret shores of Crossbone Isle.



▲ Head for the horseshoe shaped crater in the middle of the Isle. When you reach the cliff area, use Growth on the vines on the left side of the cliff and climb up the ledges.



▲ Drop down the first hole on the left at the top of the cliff and use Whirlwind to clear the leaves covering the entrance to the Crossbone Isle cave area.



▲ You'll now face puzzle rooms, each one guarded by a monster. A couple of Level Four summons is enough to fell them, so make sure you have Djinn on standby.



▲ It's easy to reach treasure chests in room one, just hop across the platforms and use Move on the tree stumps. If you make a mistake, exit and return to reset.



▲ Be ready for pillar rolling in room two, which should be easy after log rolling in Mogall and Kolina forests. Get the Mystery Blade from the left hand chest.



▲ In room three, use Catch to get the Blue Keys. Use Reveal to uncover Red Key in the upper right corner. Jump round so that you're opposite Key and use Catch.



▲ Room four's tricky. Use Halt on two statues facing door to stop them attacking and run past. To get past remaining statues use Cloak in shadows and sneak by.



▲ Room five requires trial and error. Flip switch next to stone gateway to raise and lower the water level. Roll the logs into place to reach the chests.



▲ Room six has more stumps to move and ladders to climb. To catch the Bane Djinn chase it around the room until it runs out of breath and use Halt to grab it.



▲ Room seven is hard. Use Carry to lift the grey blocks onto high ledges after pushing bricks into position. Don't push too hard or they'll drop down the chasms.



▲ Use Frost to make ice platforms in room eight. Make sure you find the Cleric's Ring because, when equipped, it neutralises the effects of cursed items.



▲ To get Muramasa sword in room nine, roll all horizontal logs on left of room to top of pool. Roll bottom vertical log to left, then middle horizontal log back down.



▲ Next, roll middle vertical log left, horizontal log at top down and finally top vertical log left. Now hop across to chest. Exit and go left to meet boss Deadbeard.

Mercury Lighthouse

The Lighthouses that you explore in *Golden Sun* on the Game Boy Advance are the focal point of the quest and three of the adventure's most challenging locations. When your party reaches one of these

dangerous dungeons you can be sure that they're in for a rough time as they try to beat the location's traps and puzzles to reach the top in time to stop Saturos and Menardi firing up the Lighthouse.



▲ You reach Mercury Lighthouse by heading north after visiting the frozen town of Imil. Don't leave Imil without the Empty Bottle that you find in a chest.



▲ Move statue out of way and make Mia use Ply to open door. Fight the monster, walk round the pool in the next room and go through either of the doors.



▲ Keep going until you reach a large, water filled room with steps in the middle. Go up the stairs, use Move on the statue and Mia will join your party permanently.



▲ Head north, into room with waterfalls. Walk past and exit through right door. Push pipes to change direction of water flow until you can reach door at bottom left.



▲ Walk clockwise around edge of room until you reach statue. Push statue over to the switch on the left. Go back round and down ladder on right of room.



▲ Head through the arch under statue and jump down crevice in next room. You'll land in front of a big statue. Jump onto its hands and use Ply on her.



▲ Jump back on platform in front of statue and use your new power to jump across the water for up to four hops. Go through the door to right of the statue.



▲ Power up your water hops by standing on the right platform and skip across to the bottom right door. You'll emerge from the left waterfall. Ignore Mimic chest.



▲ Walk into right waterfall, hop across water to get the Psynergy Armour. Return via left waterfall and head back to water filled room with stairway in middle.



▲ Jump onto square in front of you, charge up and then bounce across the water around the edge of the room in an anti clockwise direction. Go right first, then up, until you reach safety on the other side.



▲ Go through the bottom left door, straight across the water and through next bottom left door. Walk into the middle waterfall and then walk straight ahead through the top right exit.



▲ Push the two pipes at the top of the room up and the other pipe left to flood the previous area. Go back to that room and bounce left across the water and up the stairs. You're nearly there.



▲ Keep going up stairs until you reach another room full of pipes. Push the pipes around so that the statue is eventually forced through the hole at the bottom of the room by the water jets.



▲ Go back down and push statue onto button to open the next door. Go through and into a room with four statues. Waltz past them and down the ladder to the right, then up the next ladder.



▲ Use Move on statue. Go through and push pipe up to reveal hidden door. Enter secret room and walk into fourth waterfall from left to battle Sleet Djinn.



▲ Go through door in bottom left corner of waterfall room. Keep walking until you reach more waterfalls. Walk into the right hand one and use Move on the statue.



Venus Lighthouse, Part 1

You've fought your way across the twin continents of Angara and Gondowan. You've chatted with dogs, rescued hostages, solved crimes and heaved huge boulders. Now you're very close to the end.

But surely it's about time for a little breather? Not likely! Everything else that's gone before is like a teddy bear's picnic in Disneyland compared to the terrible trials that await your merry gang inside the remaining Lighthouses. Take a deep breath and let's get ready to rumble!



▲ To reach Venus Lighthouse head right after passing through Suhalla Gate. Notice the guards lying battered on the floor. Not a good sign. Go through the main entrance and past the four statues.



▲ Use Reveal while standing on the tree pattern on the floor and go through the doorway to find a secret room and a treasure chest containing the Carry Stone which you should use immediately.



▲ Go back through the tree patterned room and enter the top door. Head right and down the stairs. Jump across the stones to the bottom right side of the room and go up the stairs.



▲ Grab Lucky Cap then go back down and through door on left side of room, north of the tree pattern. Ignore the stairs and head for the door to the right of the five statues.



▲ Use Carry on the grey block to move it out of the way and climb the stairs. Use Reveal on the right side of the door to expose a new entrance and waltz up.



▲ Cross over the bridge, head up and talk to the statue. A path leading to the mini lighthouse model will be illuminated. Make sure there's just one pink light glowing and six silver ones.



▲ Now use Retreat to leave this part of the lighthouse. Head right to reach the world map. Go up and then right to reach Lalivero Town. Stock up on weapons and potions and rest inside the Inn.

Babi Lighthouse



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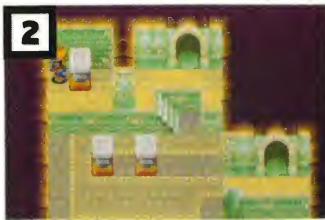
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Venus Lighthouse, Part 2



▲ If you take left route into Lighthouse, first room you reach contains two pillars which must be moved to reach ledge. After jumping over pillars, enter bottom door.



▲ Push pillars to left and jump across. Use Whirlwind twice on leaves to reveal another pillar. Move this around the room to right, then push column opposite to jump across.



▲ Use Whirlwind on door and go down to room with three silver blocks. Two platforms in front of blocks are scales. Use Carry on two blocks to weigh down the right side.



▲ You can raise the left platform, so jump across and walk around to door at bottom of room. Head left into area with another statue. Use Reveal on it to find Oracle's Robe.



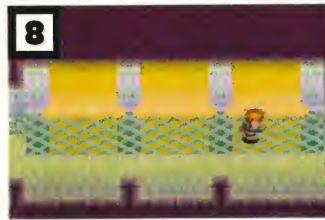
▲ Leave this room and head for the right side of the previous area. Enter a room with five different coloured statues. Use Mind Read on the statues to see where they should go.



▲ Now go through door on right and up stairs where you'll find a Psynergy Stone. Go through central arch. Walk round to left and go through door. Push grey block to the edge.



▲ Use Carry to drop the block into the gap and use it as a stepping stone. Head for the top of the room and then run across the flowing sand to the right side. Go up stairs.



▲ Enter third sand river, then go right and follow room round until you reach the bottom left door. Push block into hole so that electric current flows and opens the door.



▲ Press next switch to alter flow of sand. Go down the stairs on the left side of the room. Climb down the ladder in the centre, then up the ladder to the left of the sand.



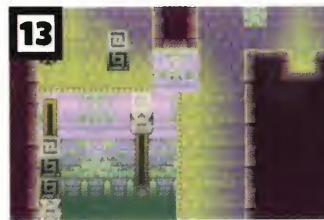
▲ Dash across sand and through door in top right corner. Move two pillars at bottom of screen, then go through arch and move the column at the top to make a platform.



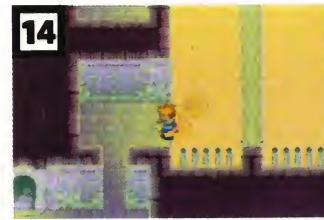
▲ Go up ladder and across new platform. Climb stairs, down one ladder and up next, then up more stairs. Slot floor pieces into place so that electric current will open door.



▲ Make your way over to top left corner of the next room by dashing across the top end of the flowing sand. Go through the lower door, directly opposite the stairs.



▲ Enter sand river on far right to find Dragon Scales and then go through sand on left. In next room use Carry to stack two left blocks and make right platform rise.



▲ Jump across, enter bottom door and press another switch. Go down stairs above switch and surf sand downwards, leaping off towards steps in bottom left corner.



▲ Run around moving sand walkways to reach treasure chests and exit in the top right corner. Go right into another electric room. Slot pieces in floor to open the door.



▲ In next room press sand switch. Head for stairs in top left corner of room. You'll emerge in the middle of more flowing sand. Dash over to the upper right side.



▲ Head along passage in top right corner. Go up next set of stairs and you'll reach an area with a central crevice and a Psynergy Stone. You've reached the top of Venus Lighthouse.



▲ There's no turning back, so make sure you've done all your detours before jumping down the crevice. Now might be a good time to return and visit Crossbone Isle.

Beat the bosses

There may be only three bosses in the whole of *Golden Sun*, but all of them are monstrously hard to beat. If you keep getting your butt

kicked by a particular monster it's probably a sign that you need to go away and do some more levelling up to strengthen your party.

Deadbeard



▲ Deadbeard hangs out on a battered old pirate ship at the bottom of Crossbone Isle caves. To wake him up from his much needed beauty sleep, head for the front of the boat.



▲ Before climbing ladder to do battle, ensure everyone in your party except Mia has Djinn on standby. When battle starts summon Thor, Judgement and Meteor, make Mia cast Wish Well.



▲ Make Isaac cast Ragnarok on his next turn and have the others use their most potent Psynergy attacks, such as Garet's Eruption. Mia should continue to use Wish Well on each turn.



▲ Deadbeard uses Impact to raise his attack then unleashes ranged assaults such as Inferno, Freeze Prism and Spark Plasma. Use Luff to block his Psynergy and Flash to weaken his attacks.



▲ By the time your Djinn have recovered enough to unleash Thor, Meteor and Judgement again you should have won. Watch Deadbeard disintegrate then return to Crossbone Isle.

Saturos and Menardi



▲ Don't be fooled by the stupid antics of Saturos and Menardi. When you step off the platform at the summit of Venus Lighthouse be prepared for a big battle.



▲ Have all Djinn on standby except for Mia. Use Thor, Meteor and Judgement immediately. Saturos and Menardi will cast Death Size, Inferno and Pyroclasm.



▲ This onslaught will fell at least one of your party, so have Isaac cast Revive on next turn. Don't delegate this duty to Mia as you'll need to cast Wish Well.



▲ Use Luff to disable Psynergy, Flash to protect party. Keep healing, protecting and occasionally attacking to wear foes down.



▲ When foes cast healing and protective Psynergy, they're weak. Unleash Bane Djinn and more Thor, Meteor and Judgement.



▲ These moves will kill Saturos. Menardi is tougher, with Death Size which can take out members of your party instantly.

Fusion Dragon



▲ Set your Djinn or save your game as Saturos and Menardi rise for a last battle. But this time they've morphed into the even more deadly Fusion Dragon.



▲ This is difficult. Your party members are still recovering from the last bout and you can't summon any monsters because you won't have Djinn on standby.



▲ Spend first turn healing and reviving party members. Use Flash to protect from devastating Outer Space attack, but don't use Luff as Fusion Dragon is too powerful.



▲ Fusion Dragon will use Evil Blessings, Dragon Drive, Severe Blow and Deadly Gas. Try and keep your party healed with Wish Well and always keep HP levels above 200.



▲ You won't have time between attacks to wait for Thor or Meteor to be ready, so go for Tiamat. It only requires three Djinn yet inflicts a mighty amount of damage.



▲ Hang on and Menardi will fall. Your reward is 6,000 HP and a brief cut scene with an interesting plot twist.

That's not all, folks!

The best thing about finishing *Golden Sun* is finding out that the end is the beginning of a much bigger story. As the credits roll, Isaac and friends set sail on an ancient ship, ready to face a new quest.



The new address for all your letters and stuff is:

Club Mario, Nintendo Official Magazine, Priory Court,
30-32 Farringdon Lane, London, EC1R 3AU. Or you
can e-mail us at dominic.wint@emap.com

We dish out top prizes for the best
messages and stuff we really like,
so it pays to get your letters in.
A big thank you to Bam! who
supplied the prizes this month.



Club Mario!

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✓ Your Nintendo Letters ✓ Nintendo Net News ✓ Quickfire Questions

The day of the GameCube launch draws ever nearer and we've had a sackload of letters asking us incisive 'Cube questions. And let's not forget the GBA. Take a look at what you've got to say and make a note of our brand NEW address at the top of the page.



"If you turn on the GameCube without a game inside will it display memory card information like the Sony PlayStation does?"

Robert Leyland, via e-mail

■ Turning on the GameCube with no disc will bring up a little cube which allows you to check your memory card, alter the time and change the sound configuration. **Rich**

"There should be a Zelda movie. Final Fantasy had one and it's not fair that Link hasn't been a film star."

Andrew Stockdale, Ipswich

■ Squaresoft is still paying for the failure of the FF movie 'cos it wasn't as great as it was supposed to be. **Rich**

"On the Nintendo 64 controllers the 3D Stick became loose after a while. Will this happen with the new GameCube controllers?"

Ashley Brown, Kent

■ We've had GameCubes for a while now and we've played them to death. The controllers are still standing up to the task admirably. **Rich**
■ The GameCube 3D Stick feels much smoother than the N64's. **Tim**

"Will there be a Mario Kart title for the GameCube? I think it would be brilliant to have Pikachu, Luigi, Donkey Kong and Mario racing along amazing looking tracks."

Robert Williams, via e-mail

■ Mr Shigeru Miyamoto stated recently that Mario Kart is still in development and that we can expect to see more early next year. He also hinted that there may be some major changes to the game. Hmmm... **Tim**
■ It would be great to see our fave characters in a new racing game. **Rich**

"Why does nobody seem excited about Mario Kart on the GameCube? This is the game I'm most looking forward to. With updated graphics and new ideas it's got to be a winner."

Richard Errington, Doncaster

■ We're excited but we've not really seen enough of the game to start wetting our pants just yet. **Tim**
■ You just know that Mario Kart on the GameCube will rock! **Rich**

"I read in February's issue that there would be a GTA3 game for the GB Advance. Does this mean that there might be a version for the GameCube as well?"

Robert Plews, Consett

■ Sadly, Rockstar has denied rumours that Grand Theft Auto 3 will hit the Nintendo GameCube. **Rich**
■ But money talks, and the promise of more cash may persuade them otherwise. We'll have to keep our fingers crossed and wait. **Tim**

MARIO'S WINNER!

"I think the worst Nintendo gaming moment was when the very last N64 game, Mario Party 3, came out. I reckon the biggest game of 2002 will be the new Legend of Zelda quest. The new look's ace."

Sam Cane, Devon

■ We reckon you could be right on both counts, Sam. **Tim**

"I think the game of 2002 will be Super Smash Bros. Melee on the GameCube. You get the best characters and the graphics look like a flashy FMV movie."

Darryn Morrison, Dundee

■ It's sometimes hard to tell in SSBM if you're watching gameplay or a cut scene, it really is that good. **Tim**

Nintendo Net News

Address:

www.goldensun-online.com

There are loads of cool Nintendo web sites out there and we want to know which ones are your favourites. Drop us a line to tell us about your best loved gaming site and why you like it so much. Thanks to Andy Smyth for this month's site.

What's here?

This ace Golden Sun web site has everything an RPG fan could want. From news, reviews and storylines to wallpaper, fan art and chat, it's all here. We could possibly complain that the site's a little text heavy and difficult to plough through, but the information provided is incredibly thorough and well written.

Why should I go?

Golden Sun has taken the US and UK by storm and now's as good a time as any to start increasing your knowledge of this awesome RPG adventure. If you aren't an expert by the time you've read this site, then you should try playing another game.



QUICKFIRE QUESTIONS

• "Is there any more news yet on a brand new Legend of Zelda adventure for the Game Boy Advance?"

Anon
NOM No

• "Is Sonic going to be in Super Smash Bros. Melee?"

Chris Walls, Cumbria
NOM No

• "Is it true that your Pokémons can get a Pokérus virus in Gold and Silver?"

Wesley Marsh, Grimsby
NOM Yes

• "Are there going to be any more Star Wars games for Game Boy Advance?"

John Lane, Somerset
NOM Yes

• "Will it be possible to play an American version of Golden Sun on my British Game Boy Advance?"

Tom, via e-mail
NOM Yes

"I think the GameCube will be wicked. I'm going to get one. I was thinking the other day about some games that Nintendo could put on it and I think that the company should make a good Lord of the Rings quest where you go around fighting Orcs. It would really show the power of the GameCube."

Chris Brown, Bristol

■ An LOTR game is being developed for GB Advance as well as X-Box, so we wouldn't rule out a GC version. Tim

"I'd like to know why you haven't given us a chart showing the GameCube's power compared to that of the PlayStation 2 and the X-Box. Is it because you know that the GameCube isn't as powerful as the X-Box? I don't care about that. I know that the GameCube will have the best games because Nintendo and Rare will be behind a lot of them. I'm just interested to see the difference in power and determine if it's worth getting more than one console this time."

Alan Pittaway, via e-mail

■ The reason we haven't shown a specs comparison is because we only care about the games. Rich

■ On paper the X-Box is a lot faster than the GameCube but, from what we've seen so far, there aren't any mind blowing games on X-Box. Who cares, anyway? GameCube will rule! Tim

"Will there be a GameCube adventure based on The Rock's new movie, The Scorpion King? I know it's coming to the GBA, but I'd love to hack monsters to death on my television screen."

Kevin Harkins, East Kilbride

■ There's definitely a GameCube Scorpion King title in the works. Tim

■ We haven't seen any shots yet but it should arrive this year. Rich

MARIO'S WINNER!

"I think you would be mad to sell your Nintendo 64. I think it's the best console ever. My sister and I love playing classics such as Goldeneye and Mario Kart 64. Any loyal fan of the Nintendo 64 will do the right thing and keep it."

Alan Potter, Co. Down

■ We can't think of any good reason why you'd want to sell your Nintendo 64 either, Alan. It's an absolute classic console. Tim

WHAT'S WRONG WITH NOM?

Loads of you spotted that the Awesome Collection has a Superman box on the opening page even though it scored 49% and, yes, DK4 does require an Expansion Pak. But congratulations must go to Ben Townsend this month for exposing our lack of Simpsons knowledge.

MARIO'S WINNER!

"In the preview of Simpsons Road Rage you said that Krusty the Clown once led a celebrity recording when Bart was trapped in a well. Krusty led a recording of celebrities when Bart pretended that a boy named Timmy O'Toole was trapped down a well. When Bart later fell down the well himself the recording dropped from the number one spot down to somewhere in the nineties."

Ben Townsend, Plymouth

NOM Well, that's told us! The writer will be sent to bed without supper.

NOM POLL

Last month we asked you if the cel shaded Zelda was a good thing. Take a look below to see the outcome and some of the comments we received.

73% SAID 'NO'

"I think that the main problem with Nintendo is that it always feels that it has to be more innovative than its rivals. While this can be a good thing, I feel that the new Zelda is taking innovation too far." Mark Grainger



"I think the new Zelda look is absolutely rubbish. You say the gameplay will still be the same but still, nobody wants to play a game that looks like the Tellytubbies." Aonghus Ó Muirí

"The 'cartoon' version of Zelda is awful, it looks childish and will drive many older gamers away from the game." Tom

"Although I have every faith in Shigsy and the Big N team, I think that this new shading effect could discourage buyers and put off even the hardcore Zelda fans." Alex Wells

27% SAID 'YES'

"I don't see why people are complaining about the new Zelda look. Who are we to complain about Nintendo's great work? The Big N never let us down before and it certainly won't this time." Inderpal Ladhar



"I think it's too early to tell. You can't really judge if it's better or not from the few screen shots we were presented with, but I think it's more exciting than the original realistic look." Tom Dar

"I think the new look Zelda is better. Cartoony heroes are easier to warm to, whereas realistic characters such as those seen in Metal Gear Solid 2 are just that, characters. The cute new Link feels like my best friend already." Sephie Smart

This month we ask: "Has the lack of a Mario launch title put you off buying a GameCube?"

If your answer is YES, e-mail nompoll-one@emap.com. If you think NO, e-mail nompoll-two@emap.com. And remember to include any relevant comments.

BLAG FEST

LEGO® comes to town this month as we bring you some super Bionicle merchandise, as well as Simpsons videos, Jackie Chan figures and cool Wild Planet spying gear.

Bionicle bonanza

In a time before time, the great spirit Mata Nui was cast out of paradise and went down to the world to watch over all living things. But Mata Nui did not know that he had been followed from the skies by his brother, the dark spirit Makuta. He cast a spell on Mata Nui, sending him to sleep, never to waken again. Makuta began to rule.

The island of Mata Nui, the sleeping spirit, lies in an ocean you haven't seen, in a world you don't know of, in a time you haven't experienced. Canyons, deserts, caves, lakes and craggy mountains cover the island. It is inhabited by small robots, living under the shadow of Makuta.

A legend was told of six heroes, the Toa, who could release the island. Washed ashore in huge canisters the Toa had few powers, but as they collected the masks of power, the Kanohi, they grew in knowledge and strength until they were ready to overthrow Makuta and his evil servants, the Rahi.

The islanders thought they were safe but a new hazard has appeared. Deep beneath the surface of Mata Nui, a dangerous breed of creatures has hatched, the Bohrok. These monsters swarmed over the island in their thousands, threatening the safety of Mata Nui. There are six breeds of Bohrok terrorising the land, their jaws tipped with ferocious fangs and driven by a Krana, the creature within. The Krana is a soft power brain situated behind the faceplate, controlling the behaviour of the Bohrok. Each Krana gives a unique power to the Bohrok that carries it. When threatened, the Krana can spring at an enemy, attaching itself to his face, taking control of his mind. The strange powers of the Bohrok and their Krana are a mystery that the Toa must solve if they're to save the island of Mata Nui.

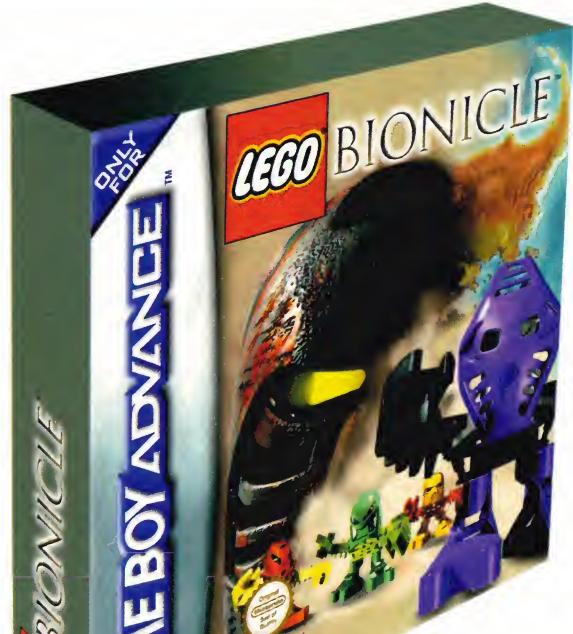
And this is where you come in. We've managed to bag ten copies of LEGO® Bionicle Quest for the Toa for Game Boy Advance, as well as 20 Bohrok figures so now you can take up the Toa challenge. All you need to do is answer this question...

Q What is the name of the island in the Bionicle legend?

- A Mata Nui**
- B Mata Nua**
- C Mata Nuo**

Extra extra

And make sure you look out for your exclusive free DC Bionicle comic every month in Nintendo Official Magazine.



BIONICLE

Figures of fury

All you martial arts fans take a look at this. The guys at Vivid Imaginations are offering you the chance to win one of ten Jackie Chan action figures. Each figure comes complete with its own Double Punch kung fu move and action accessories. Just answer this question...



Q Which of these is the correct name of a Jackie Chan movie?

- A** Tipsy Boss
- B** Drunken Master
- C** Inebriated Chief



Springfield Movie Madness

Homer and the gang return in this cool Simpsons Film Festival video featuring four of the best episodes with a movie theme. The video and DVD are out to buy on 1 April but thanks to the people at Twentieth Century Fox Home Entertainment we've got five video copies to give away. Just answer this question...

Q What is the name of the store where Apu works?

- A** Fast E Mart
- B** Swift E Mart
- C** Kwik E Mart

Spy in style

If you fancy yourself as a budding James Bond then this could be just the thing you need to get started. Thanks to Vivid Imaginations, we've got three prize packages of Spy Cameras and Spy Vision Goggles for you to get hold of so you can start uncovering those evil plots to take over the world. All you need to do is answer this question...



Q What was the name of the first movie to feature James Bond?

- A** Dr Yes
- B** Dr No
- C** Dr Maybe



How to win ▶

- 1 Write your answer on a postcard or the back of a sealed down envelope.
 - 2 On one side, write the answer to the compo, your name, age and home address.
 - 3 On the other side, mark it with the compo name and our new address: Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
 - 4 Lick a stamp, stick it on your entry and post it.
- The closing date for all competitions is 18 April 2002.**

Nintendo News

We promise to bring you the best info on GameCube, GBA and all Nintendo News. We tell you the news before anyone and all our stories are guaranteed 100% correct by Nintendo.

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Die Hard Next Generation



Game Info

By: Vivendi
Type: First Person Shooter
Release: TBC

● Be John McClane ● New story ● Cool stealth manoeuvres

The Die Hard series of movie blockbusters are amongst the best in the action genre and we've all wanted to be John McClane at least once.

Well, now you're gonna get the chance to practice your own individual style of crime fighting as Die Hard Next Generation comes to the Nintendo GameCube.

Die Hard Next Generation is set five years after the last movie and sees you resuming the role of the bare footed detective in a brand new blasting adventure.

The action comes thick and fast in this first person shooter but it's entirely up to you how you tackle the missions.

You can choose between action and stealth modes and use them to your advantage. You might want to sneak past your unwitting adversaries or else go in with all guns blazing.

No matter which mode you choose you'll still have to be a sharp shooter as the enemy intelligence is incredibly high. They're smarter than the average goon, that's for sure.

The graphics in Die Hard Next Generation are superb and there will be various locations to test your skills, as well as a wealth of cool multiplayer options to try.

Die Hard Next Generation could well be the first person shooter to make GameCube the console to own, so stay tuned to Nintendo Official Magazine over the next few months and we'll bring you more news as it breaks.



▲ You can choose between action and stealth modes.



▲ Various people will help you along the way, but you'll need to work out who you can actually trust first.



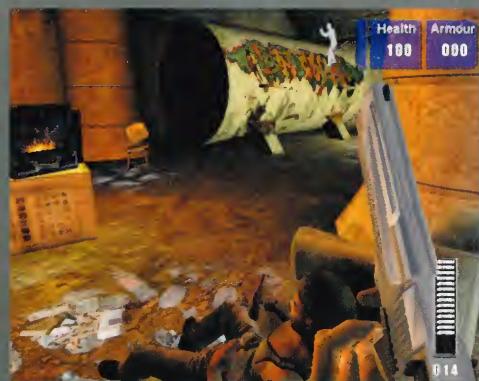
▲ In action mode you'll need a hyperactive trigger finger to keep the bad guys at bay. When they get this close, it's time to break out the big guns.



▲ The enemies in Die Hard Next Generation are very intelligent and you'll certainly have your work cut out trying to make it to the end of each level.



▲ Yippie Kay-Ay! Blow that enemy helicopter out of the sky.



▲ Die Hard Next Generation will take you to some of the seedier parts of town. Lucky you're packing a pistol, eh?



▲ Keep your cool as the bullets bounce off the walls around you.



▲ In video games it's a general rule that anyone wearing a balaclava is bad, so shoot first and ask questions later.

We think...

Die Hard Next Generation appears to be taking its lead from GoldenEye 007, while setting a new precedent in console shooters. The graphics are superb, there's a very strong story and some great characters.



Burnout



Game Info

By: Acclaim

Type: Driving

Release: 3 May

- High speed racing
- US and European courses
- Awesome crashes

If you thought that the GameCube was going to be another home for cartoon kart racing, Acclaim's Burnout is going to prove you completely wrong.

A launch title for GameCube, Burnout is set to feature real motors, severe crashes and a new spin on the arcade racing genre.

Finishing first is your aim, but you'll earn more money by avoiding oncoming cars and making your opponents crash.

The speedy action looks even better as the high octane smashes will be relived in all their glory from multiple camera angles.

► Forget Mario Kart for five minutes 'cos this GameCube racer is serious fun.



▲ Souped up road beasts will quench your thirst for thrills.



▲ Drive close to traffic and the money you make will soar as your heart beats faster.
► Over 300 vehicles are on the streets. Just don't start tailgating those lorries.



► Get set for some serious road rage on GameCube launch day. Burnout's coming to a console near you and it looks superb.
► Smash into other road users and you'll view the crash from many different angles.



We think...

It may have been on PS2 but this is one of the best racers we've seen in ages. Forget cartoon landscapes and comical weapons, GameCube's kicking off with a fine arcade racer.

Nintendo OFFICIAL MAGAZINE

Who does what

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Game Info

By: Bam!
Type: Racing sim
Release: 3 May



▲ If your driving is perfect the action will switch to this driver's concentration view.



▲ Tear through the streets of New York, but watch out for buses coming the other way.

▼ At 200mph you won't be able to see this car's ghastly paintwork that well. Phew!

Driven

● Eight tracks ● Two player racing

The movie may not have broken any box office records, but that hasn't stopped Driven from coming to GameCube.

Based on the Sly Stallone movie, this game sees you taking on traffic and racing rivals at speeds of over 200mph.

Eight tracks await your driving skills including Angel's Bay in California, England's Manley Park and the metropolis of New York.

The game also incorporates a multiplayer option and, if you're good enough, you'll be able to unlock extra cars in the Story mode.



▲ There are 12 drivers to choose from in Driven, each with their own driving style.



We think...

The film was a stinker so we've got our fingers crossed that the game's speed and excitement make Driven a hit. So far, the screen shots look impressive.

Vexx

After our first look at Vexx last month, we've got some hot new screen shots and information on this sweet GameCube adventure.

Your quest sees you crossing the world of Astara to save villagers from Dark Yabu but, thanks to the power of the Astani Battle Gauntlets which Vexx wears, your task is made much easier as they allow him to swim, pound the ground, glide and climb.

With time quickly running out, only Vexx can unlock the mysteries of the ancient Astara race, stop Dark Yabu and avenge the death of his grandfather.



▲ Some of the game's enemies look very impressive at the moment. Look out for another update next month.



▲ Yabu's minions are scattered through the game's 18 levels, but Vexx's gauntlet power will destroy them.

Fast News

● The creators of NBA Courtside have split from Nintendo

Last month saw one of Nintendo's biggest developers bid a fond farewell to The Big N. Left Field, the creator of Excitebike 64 and NBA Courtside 2002 for GameCube, has moved on to pastures new. But rumours that their project, 1080° 2, had been canned are false as the game is due to launch in Japan on 16 May.



● Nintendo is finally coming to a games arcade near you!

Big changes are set to happen on the arcade scene now that Nintendo, Sega and Namco have joined forces. The Triforce system board (named after the power source in the Legend of Zelda adventures) incorporates the technology behind GameCube. The first demo was a World Cup football game, a joint venture between Sega and Amusement Vision.

● Virtua Striker 3 to kick off shortly

FIFA and ISS2 maybe arriving in time for GameCube's launch, but Sega's Virtua Striker is warming up on the touchline. Due for release in June, this footy sim looks the business with some amazing graphics and the option to save your goals to a memory card. We'll have to wait and see how the finished project shapes up.



● Futurama coming to 'Cube

Matt Groening's creations don't just stop at The Simpsons you know because his other TV series, Futurama, is coming to GameCube next year. Set in the futuristic world of the cartoon, you'll have the chance to play as Fry, Leela or Bender as you make dangerous deliveries for Planet Express. We'll have more news on this exciting project later in the year.

● The Nintendo GameCube goes retro with SpyHunter

Older gamers will feel right at home with news that the 1980s arcade classic, SpyHunter, is coming to GameCube. Using the bizarrely named G-6155 Interceptor you're on a mission to save the world. You can also forget James Bond's Aston Martin because this baby can even turn into a speedboat or motorbike, complete with heat seeking missiles and oil slicks.



2002 FIFA World Cup

● Official license

● All the World Cup stadiums

● Be the best team on the planet



▲ Scientists believe that 2002 FIFA World Cup may have destroyed the boundaries between fantasy and reality.



▲ The England team line up to sing the National Anthem before the footy action gets going.

► The tricks are easier to perform in this edition as the controls are simpler.



▼ All the best moves are included in this FIFA game.

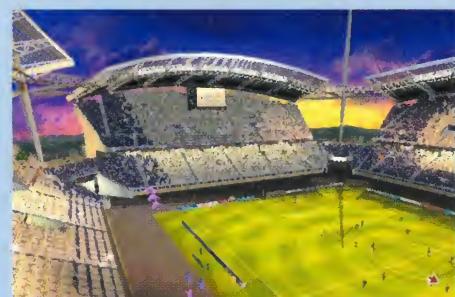


Game Info

By: EA Sports

Type: Football sim

Release: 3 May



▲ All the stadiums in the game are based on real locations from this year's World Cup.

► The level of realism is incredible and the players look very lifelike.



We think...

EA is promising a game which brings all the excitement and tension of the world's greatest footballing competition into our home, and it's looking good so far.

Turok Evolution

Following last month's huge Turok Evolution story we've got hold of some more fantastic screen shots from this epic dinosaur hunting game.

The shots show the scale of the levels and the amazing Pteranodon flying sequences that you'll have to get used to.

The Turok Evolution developers have created a unique gravity system which will allow you to experience the feeling of flying a giant prehistoric creature.

And the Pteranodon is not just used to move quickly around the game. There are also gameplay elements involved, such as flying down a waterfall, dodging obstacles.



▲ The flying levels are beautifully realised, and you'll feel excited and exhilarated as you swoop around.

► Turok will have to solve some puzzles while riding this dinosaur and complete some tricky tasks.

Donald Duck Quack Attack

● 3D duck adventure ● Rescue Daisy ● Amazing graphics

Game Info

By: Ubi Soft
Type: Platform
Release: 3 May



- ▲ Merlock has kidnapped Daisy and it's up to Donald to save her from his evil grip.
- There was a Quack Attack title on N64, but the 'Cube edition boasts cooler graphics.
- ▼ As GameCube discs can hold loads of data, there will be lots of speech samples.



The mad duck returns to show us his own special brand of anger management in this brand new 'Cube quest.

Quack Attack on the GameCube sees you controlling Donald Duck as he hunts down Daisy's kidnappers and attempts to rescue his beautiful beau from their evil grip.

The main enemy is Merlock. He's kidnapped Daisy because she was about to expose his sinister plans to a primetime audience.

A Quack Attack adventure was originally released for the N64 and now a version is planned for Nintendo's next generation console with many vast improvements.

Because of the GameCube's increased disc capacity, loads of cool speech samples and sound effects have been included.

Couple this with hugely improved visuals and you have a game that's incredibly close to playing in your very own cartoon show. We'll have more news on this game in a future issue.



▲ The graphics are so good that it's almost like taking part in your very own cartoon show on television.

We think...

The jury's out at NOM as to whether this will be an innovation in platform gaming or a by the numbers jump and bounce game. We'll reserve judgement for now.

Fast News

● The greatest adventure story in history comes to GB Advance

Following the success of the first Lord of the Rings movie, Vivendi is set to release the epic adventure on the GBA. But rather than take its inspiration from the film, Lord of the Rings, Part One is based on the books. Players will follow the story closely but the puzzles they are presented with have a number of different solutions, so you could actually improve on the characters' performances and become the new hero of Middle Earth.



● The magic of the movies is making a GameCube cameo appearance in Universal Studios

Big Ben Interactive is looking to spice up the arrival of the GameCube with the launch day release of Universal Studios. This action packed adventure takes you through all the best attractions at the Florida resort including the Back to the Future ride, Jurassic Park and Jaws. Your friendly guide is non other than that cheeky chattering chappy, Woody Woodpecker.



● Namco's classic Ridge Racer gets another Nintendo run out

Namco has confirmed that, along with Soul Calibur, a sixth Ridge Racer game is in development for the 'Cube. Namco predict a Japanese release by the end of the year.

● GBA gets another kart game as the loveable ogre comes to town.

Shrek was one of the best movies from last year, and the GBC fighting game wasn't too bad either. Now comes some hot racing action in the form of Shrek Swamp Kart Speedway. It'll feature all of your favourite characters from the movie including Donkey and Lord Farquaad. Hopefully the game will take its lead from the smash movie and make our sides split with a great sense of fun. It's set for a spring release.



**Game Info**

By: Activision
Type: Beat 'em up
Release: 3 May



Bloody Roar Extreme

● Gameplay details ● New GameCube characters ● Extra arenas

Fresh details have emerged on what looks like being the only beat 'em up available for the European launch of the Nintendo GameCube on 3 May.

Bloody Roar Extreme is the follow up to the respected PS2 brawler. That said, the GameCube's revamped version boasts many improvements over its previous incarnation.

The most notable change is in the graphics, with more detailed characters and larger fighting arenas. The ten fighting zones, seven of which are brand new, now feature

interactive elements which can be destroyed, allowing players to throw foes out of the ring and open hidden areas.

Two new fighters have been added to the existing roster of 14, and changes have been made to the beast transformation element of the game.

Whereas once you had to fill up your beast meter before transforming, you can now change at any point. However, if your beast meter is low your health will take a hit, opening you up to a finishing move from your opponent.



▲ The GameCube version is the best looking Bloody Roar title so far.



▲ Boosting your beast meter is the way to transform into an animal fighter without leaving yourself open to attack.



▲ Two new characters are making their Bloody Roar debut in this edition.



▲ It may be the only GameCube brawler so far, but this game looks tops.



▲ The fighting arenas feature interactive elements, allowing you to open new areas during a fierce battle.

**We think...**

We're waiting to go hands on with this brawler and reports from America suggest that Bloody Roar Extreme is a competent beat 'em up with enough originality and playability to warrant a purchase.

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LIFE IS LOUD

Top Gun Combat Zones



- Based on the hit '80s movie
- Awesome graphics
- Tense flying missions

Game Info

By: Titus
 Type: Flight sim
 Release: June 2002



Tom Cruise may be a household name these days but he owes his fame to one of the biggest films of the 1980s, *Top Gun*.

Top Gun was about Mach 2 fighter planes, macho men and fly boy lovin' ladies. And while *Top Gun Combat Zones* may not have the babes, it's got the planes and the macho men in abundance.

The game features 34 missions spread across the globe, from South East Asia and the Arabian Gulf to Russia and the fly boy's home base, Miramar.

Missions feature a variety of objectives such as bombing installations, chasing enemies and dog fighting. Would be aces can take the controls of eight planes, including the stupidly powerful F-14.

◀ The military missions will take you across the globe to complete tasks in many different locations.

▼ *Top Gun Combat Zones* may be based on the Tom Cruise movie, but let's hope the developers have decided to drop the cheesy '80s soundtrack.



▲ The planes are loaded with all manner of guns and missiles. One of your major tasks will be learning how to use them during tense dog fights.
 ▶ The graphics are incredibly realistic and the sense of speed is very authentic. *Top Gun* is an ideal addition to the GameCube's library.



▲ The city levels are the most exciting as you'll have to weave your way through the tall skyscrapers as you scrap.



▲ Clouds can play havoc with your visibility, so learn to pay more attention to your radar during the missions.

We think...

This isn't going to have mass appeal, it's just not that sort of game, but if the coders can give flight fans the control system, missions and weapons they crave, then this could be a cult hit.

NBA Courtside 2002

● First NBA title for the Nintendo GameCube ● Awesome player detail ● Innovative gameplay

Game Info

By: **Nintendo**
Type: **Sports sim**
Release: **24 May**



▲ Fans of the NBA Courtside series will be familiar with the turbo charged moves and awesome super jumps.

Us Brits might be football crazy and cricket mad, but that hasn't stopped basketball from attracting a loyal following on this side of the pond.

And if you're into the NBA then Courtside 2002 will be the only fix you need when you buy a GameCube. The game is due for release on 24 May and it's being made by the same team responsible for the awesome snowboarding sim 1080° and the Nintendo 64 Courtside efforts.

Because the game has the backing of the NBA, all the players and teams included in the package are authentic. And as the GameCube's so powerful the players all bear an uncanny resemblance to the real deal.

Gameplay wise, NBA Courtside 2002 uses the GameCube's yellow C-Stick for passing, giving basketball fans some slick and speedy moves at their fingertips. Modes on offer include Quick Play, Season, Skills and Arcade, which sees the return of the turbo charged moves, super jumps and Hot Spots.



▲ As Courtside is licensed by the NBA, all the real players are included in the game.



▲ The Replay option is an ideal place to check out your silky skills in slow motion, or work out where you're going wrong on the court.



▲ You'll soon be scoring mean baskets.

▲ The GameCube controller is well suited to this game, with the yellow C-Stick being used for passing the ball.

◀ Once again, the GameCube has created a game which looks authentic. Who needs the real world, anyway?

We think...

Previous NBA Courtside games have been solid efforts, with excellent control and above average graphics. There's nothing to suggest that NBA Courtside 2002 won't be the same.

Battle Houshin

Battle Houshin on the Nintendo GameCube takes you back to ancient China and a world of mass brawling and magic.

The story's pure Eastern fantasy, with an evil force awakening from a long slumber to unleash a vast army of monsters on the land.

Playing as one of four characters your task is to wade into the huge battlegrounds and get stuck in, using up to 70 weapons and magic spells against hordes of enemies said to be numbering in the hundreds.

There will also be a GBA Battle Houshin game which interacts with the GameCube adventure. There's no word on a western launch, so hold tight for further details.



▲ The game looks awesome, but it may not see the light of day outside Japan.



▲ The battlegrounds are huge and detailed, with dozens of vicious enemies to defeat.



▲ Battle Houshin looks like a magical experience.

Wizards

- Warlocked sequel
- Multiplayer madness
- Loads of levels

Game Info

By: TBC
Type: Adventure
Release: TBC



- ▲ Players who are looking for a little more depth in their GB Advance quests will feel right at home with Wizards.
- ▶ In the game you can use a wizard to tackle the forces of evil or more traditional fighters with standard weapons.
- ▼ The game is unique as it combines real time strategy, arcade and puzzle elements.



If you're looking for a GBA game with a bit more depth then Wizards could well be the one for you. It's massive! Following on from the GB Color classic Warlocked, Wizards sees you take control of a powerful magic user as you battle evil.

You also get to control friendly forces in a game which combines RTS, arcade and puzzle elements.

Players can use standard weapons to take on the enemy or unleash magical spells for more devastating attacks.

There are 30 levels to battle through and you'll have to use all your brain's power if you're to overcome the enemy forces.

Wizards on the Game Boy Advance will also feature loads of multiplayer options, all running from a single cartridge, so you can test your magical skills on your mates.



We think...

Wizards is shaping up to be very special. The gameplay styles work well and the multiplayer options are fantastic. We'll be keeping a close eye on this one.

Star Wars Episode II

Attack of the Clones

The Star Wars bandwagon rolls on with this new action adventure for Game Boy Advance, and this time you get to play as Anakin Skywalker.

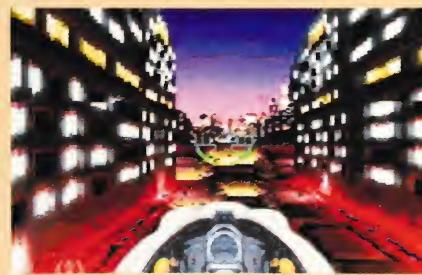
The game follows the storyline of the new film almost to the letter so we're hoping for a bit of a clinch situation between Anakin and Queen Amidala.

Players control Anakin, Obi-Wan or Mace Windu in three different gameplay styles, namely racing, side scrolling battles and one on one combat.

Episode II is being developed by David A. Palmer Studios, the guys responsible for GBA Doom.



- ▲ The side scrolling levels see the Jedi Knights battling the forces of evil with their Light Sabres.



- ▲ Swoop biking levels also feature in the game, each section based on a key scene from the Episode II movie.

GBA Fast News

● V-Rally 3 stages yet another breathtaking performance

Infogrames' latest game looks like it's set to take GBA racers to the next level with its in car view! The graphics engine that's being used can run V-Rally 3 at near PlayStation speeds, making for one of the ultimate rally experiences.



● The golden days of Sega are coming to the small screen

Nostalgia gaming enters a new era as the Sega Smash Pack is announced. This action packed cart will contain three classic Mega Drive titles, Golden Axe, Ecco the Dolphin and Sonic Spinball. If you missed out first time round then get your mitts on this. It should be a real treat.

● The Jet Riders are getting set to soak the opposition

All you fans of jet ski racers, get a load of this. Jet Riders is the latest racer to be developed by Bits Studios and it's headed to GBA. Players get to race in three areas, Bondai, Arctic and Detroit, winning upgrades and unlocking new craft as they go. And the multiplayer options will blow you away.



● Worms team up for a double pronged attack on GBA

Those loveable worms are coming to your favourite handheld in two separate games. Worms World Party plays like the traditional titles where you take control of a small army of pink invertebrates and try to wipe out the enemy. Worms Blast is a puzzle game which bears more than a passing resemblance to Puzzle Bobble but with more guns and carnage. Expect more news in a future issue.



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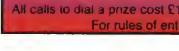
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BILLY KIDMAN



Factfile

From Allentown, PA

Height 5' 11"

Weight 195 lbs

Finishing move

Shooting Star Press

Did you know?

- His real name is Peter Gruner
- He once used the wrestling name Kid Flash
- Chris Jericho was so impressed with Billy Kidman's Shooting Star Press that he attempted the move himself. Unfortunately, he broke his arm.

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